1780

THE ACADEMY OF PLAY;

Containing, a full DESCRIPTION of,

And the LAWS of PLAY,

Now obſerved in the ſeveral Academies of PARIS,

RELATIVE TO

The following GAMES, viz.

Piquet,	Lottery,	Romeſtecq,
Quadrille,	Ma Commere,	Sizette,
Ombre,	La Mariée,	Guinguette,
Quintille,	Triomphe,	Le Sixte,
Piquemdrill,	The Beaſt,	Vingt-quatre,
Imperial,	La Mouche,	La Belle,
The Reverſe,	Man D'Auvergne,	Gillet,
Papillon,	The Farm,	Cul-bas,
L'Ambigu,	The Game of Hoc,	The Cuckoo,
Commerce,	L'Emprunt,	Bruſquembille,
Tontine,	Le Poque,	The Comet.

From the French of the Abbé BELLECOUR.

DUBLIN:

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ADVERTISEMENT.

AS an ACADEMY OF PLAY, may ſound odd in the Ears of thoſe who have never been in France, it may be proper to obſerve here, that there are in Paris, ſeveral public Places for Play, which are, each of them, under the Inſpection of a Maſter, or Superintendant, and are called Academies: And as they are open to all Comers, and nothing is paid by thoſe who do not play, and only a trifling Conſideration for the Cards, by ſuch as do, it is eaſy to conceive, that in a City ſo populous as Paris, they do not want for Company. Now as the Method of Play, obſerved in

theſe public Rooms, is the Standard for all private Companies, it is with ſtrict Propriety, that this Treatiſe, which is deduced from them, is called the Academy of Play.

It may perhaps be objected, it would have been more complete, if the Engliſh Games, ſuch as Whiſt, All-Fours, Cribbage, &c. had been added; but as there are but few Perſons, that have not already learned thoſe Games, and as thoſe few, may be readily inſtructed, by ſuch as have, and as ocular Example, is ever preferable to the beſt written Precepts, it would have been rather adding a ſuperfluous Weight, than any real Merit, to the Work.

PRE-

PREFACE.

THIS Edition of the Academy of Play, is much more complete, than any that has hitherto appeared; as the utmoſt Deligence has been here uſed, in collecting, arranging, and fully explaining, every Game that is now played; not only at Court, and at Paris, but in all the Provinces. And the Laws here laid down, reſpective to the ſeveral Games, will be found to be natural, rational, and conformable to ſtrict Juſtice.

The Reader will here find the Game of *Quadrille*, corrected, and augmented by the Mediateur, the Solitaire, the Favorite ſuit, the Mediateur by four and by three; together with many new Deciſions: Theſe Additions to Quadrille were the more neceſſary to make the Work complete, as this Game is now become a general Amuſement, and the particular Favourite of the Ladies.

The Principles of the Game of *Ombre*, of which there have been already ſeveral Editions, are here more clearly inveſtigated, the Laws of it are more extended, and we may ſay, with regard to ſome of them, more deciſive and equitable. And altho' this Game is at preſent ſomewhat neglected, it is certainly, without Exception, the moſt learned and moſt entertaining Game upon

the

the Cards; and there is no doubt, but that it will one Day, again become the Favourite, when the Ladies ſhall no longer attach themſelves, with ſo much Ardour to the Game of Quadrille.

The Game of *Piquet* is likewiſe here treated in a manner more clear, and more conformable to the preſent Practice, as in all the Rules here given, we have followed the Determinations of the moſt able Players.

The *Reverſe*, which was before treated very ſuccinctly, is here extended, and explained in ſuch manner, as to make it perfectly eaſy to the Learner; and all ſuch Difficulties as may ariſe in the courſe of Play, we have endeavoured to elucidate.

In a Word, all the Games which were in the former Editions, are here treated in a different manner, either by Correction or Augmentation: We have likewiſe added ſeveral new Games, which have been ſince received into the Republic of Play; ſuch as the *Papillon*, *Tontine*, *Sizette*, and many others, which are now the Amuſement of the Beau Monde. So that it is not without ſome Reaſon that we hope this Edition will be favourably received.

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THE

THE GAME OF PIQUET.

CHAP. I.

Containing a general Idea of the Game of PIQUET.

THE Game of Piquet is played by two perſons only, and with thirty-two Cards, viz. the Ace, King, Queen, Knave, Ten, Nine, Eight and Seven, of each Suit; and theſe Cards keep the ſame rank in which they are here placed; the Ace being above the King, the King, the Queen, the Queen the Knave, &c. And obſerve here, that in telling the Game, the Ace counts eleven, the King, Queen and Knave, ten each; and the ſmall Cards, each according to the number of their Pips; Ten, Nine, Eight or Seven.

When you have agreed what to play for, and how many Points ſhall make the Game, you then cut for deal, and he that cuts the loweſt Piquet Card deals firſt; in order to which he ſhuffles the Cards,

and preſents them to the Elder-hand, who, if he pleaſes may ſhuffle them likewiſe, (in which caſe the Dealer has a right to ſhuffle them a ſecond time) and then places them before the Elder, who is to cut them: And obſerve, that if he cuts only one, or drops a Card in cutting, the Dealer has a right to ſhuffle them over again.

The Cards are to be dealt by two and two, or three and three, and by no other number; and the Deal is to be continued in the ſame manner in which it is begun, throughout the whole party; unleſs the Dealer ſhall declare at any time before ſhuffling, that he intends to change it.

In this manner each Player is to have twelve Cards dealt him, and there will then remain eight Cards, which are called the *Talon* or *Stock*, and are to be placed on the board, directly between the two players.

In order to give a general Idea of the Game, as we have propoſed, it is neceſſary to obſerve here, that if the elder or younger Hand, has thirteen Cards dealt him, it is in the option of the elder, either to play the Cards, or to have a new Deal; and if he chuſes to ſtand his Game, he is to lay out five Cards, and take in only four; or if he does not chuſe to lay out five Cards, he is ſtill to lay out one more than he takes in, ſo that there may be three Cards left to the Dealer. If the younger hand has thirteen Cards, he is in like manner, to lay out one more than he takes in. If either party has fourteen Cards dealt him, there muſt be a new Deal.

Obſerve, that if there is a *faced Card* in the Stock, whether it conſiſts of eight or of ſeven Cards, it ſhall not hinder the Deal from being played, provided,

vided, it is not the firſt Card of the Stock, or the firſt of thoſe three that belong to the Dealer; for in that caſe, the Card being ſeen by both parties, there muſt neceſſarily be a new Deal; for if it is left to the option of the Player, to whom the Card belongs, he will have the advantage, either to play, if he likes his hand, or to refuſe if he does not; which would be unjuſt, as the Card's being faced, is not the fault of either party.

We muſt here obſerve, that the ſeverity which is practiſed in certain provinces, as in Languedoc and Provence, of condemning the Player, who ſhall turn or ſee one or more Cards of his adverſary's Stock, to the *Grand Coup*, that is, to loſe 170 Points, is very unjuſt; and is therefore not practiſed among the beſt players of Piquet; the offender in that caſe, being only obliged to lead in ſuch Suit as his adverſary ſhall chooſe; and that as often as he has ſeen Cards. *See the law in this caſe.*

It is proper to explain here what are called the *Hazards*; of which there are three, the *Repic*, the *Pic*, and the *Capot*. The *Repic* is made, when either of the players counts thirty in his Hand, before his adverſary can count one, in which caſe, inſtead of thirty he reckons ninety.

The *Pic* is when the Elder Hand tells thirty, by the Cards he has in his Hand, and by the Cards that he plays, before the other tells one, and in that caſe, he ſcores ſixty, and as many more, as he tells more Points in play.

The *Capot* is, when either of the players wins all the Cards, for which he ſcores forty; whereas he that wins the moſt Tricks only, ſcores but ten for the Cards.

Thoſe Players are much miſtaken, who pretend, that all the three hazards cannot be made at the ſame time; for every body agrees, that the Capot may be joined to the Pic or Repic; and which indeed frequently happens: and thoſe who are eſteemed the beſt Players of the Game, agree with me, that for the ſame reaſon, they may all three be joined together: As for example, we will ſuppoſe that the Elder Hand has the four Teirce Majors, which are allowed to be good; he enters then with four for his Point, and twelve for the four Teirce Majors, which make ſixteen; and fourteen for the Quatorze of Aces, make ninety; and twenty-eight for the Quatorze Kings and Queens, make a hundred and eighteen, and thirteen he tells in play, make a hundred and ſixty-one; which added to the forty, for the Capot, make two hundred and one. This chance is ſo extraordinary, that perhaps it may never happen: But it is but juſt that it ſhould be allowed when it does happen.

Obſerve, that when the Teirce Major is good for Point, it counts four, tho' if it is counted for three only, ſtill the three Hazards, may, in a like manner, be made together.

You will remember, that to make the Pic, that is to count ſixty inſtead of thirty, you muſt be Elder Hand; for if you deal, and the Elder plays a Card that tells, he counts one: and tho' you have counted twenty-nine in Hand, and win the Card that he plays, you ſtill count only thirty, unleſs he ſhould play a Card that does not count, as a Nine, Eight, or Seven, in which caſe, after you have won the Trick, you play on to thirty and count ſixty, the Hazard being then juſtly made.

We muſt here likewiſe condemn that ſeverity, which is practiſed in Provence and Languedoc, with regard

regard to the Pic; with them, the Player, who inſtead of counting ſixty, counts only thirty, is not allowed to correct himſelf, which every where elſe he is admitted to do: Players ought to make no ſuch difficulties, as there is nothing which obliges them to obſerve ſo much rigor; for as the inattention or confuſion of him who makes that miſtake, can only be to his own prejudice, he certainly ought to be allow'd to recollect himſelf, any time before cutting the Cards for the next Deal.

It is neceſſary to be obſerved, eſpecially when the two Players are near the end of the Game, that the Carte Blanche, which is good for ten Points, counts firſt; then follow the Point and Sequence; and after them, the Points which are told in Play; and laſt, the ten Points for the Cards, or forty for the Capot.

CHAP. II.

Of the CARTE BLANCHE; *and of the Manner of making the* DISCARD.

WHEN each Player has his twelve Cards dealt him, he examines them; and ought for the better underſtanding of his Game, to range the different Suits: that is, to place the Hearts with the Hearts, the Spades with the Spades, &c.

The firſt thing he then does, is to obſerve whether he has a Carte Blanche, that is, if he has no Pictures in his Hands; the Pictures are the King, Queen and Knave. If either of the Players finds that he has a Carte Blanche, after the other has diſcarded, he ſhows it down on the board, by telling them one after the other, and the Carte Blanche, as was ſaid before, counts ten, and takes place before

the Point itſelf, and ſerves towards making the Pic and Repic, or to prevent them.

After the Players have examined their hands, and whether either of them has Carte Blanche, or not, the Elder Hand makes his Diſcard; that is, he chooſes out five Cards that he thinks of the leaſt value, and lays them on one ſide, in order to take as many from the Stock.

Obſerve, that he cannot take more than five, but as many leſs as he pleaſes, except one, which he is obliged to take; and in that caſe, has a right to ſee thoſe Cards that he might have taken, and the Dealer, whether the Elder Hand has left him any Cards, or not, is in like manner at liberty, to take as many of them as he pleaſes, except one, which he is likewiſe obliged to take; if he leaves any Cards, he has a right to ſee them; and if he does, the Elder Hand muſt ſee them too, firſt naming the Suit he intends to lead: if the Dealer ſhould leave any Cards, and mix them with his Diſcard, the Elder Hand has a right to ſee the whole; firſt naming the Suit he leads, as before: and if he ſhould, either by deſign or accident, lead another Suit than that he named; he ſhall be obliged to lead, in what Suit the Dealer pleaſes.

As theſe Rules are intended, more for beginners, than for experienced Players, they will not be diſpleaſed that we here point out, *en paſſant*, the principal ends, that ſhould be kept in view, in making the Diſcard.

The firſt ends propoſed by good Players, are to get the Point and the Cards; to do which, it is the general Rule to carry that Suit in which they have the moſt; or at leaſt, in which they are the ſtrongeſt; for it is more eligible to carry forty-one of one Suit, than

than forty-four of another, where there is no chance of making a Quint; or even if there ſhould be a ſmall Quint, with the forty-four, it may ſtill be right to prefer the forty-one, if by taking in one Card only, you make a Quint Major, and gain the Point and Cards, which could not be done with the forty-four, without a very extraordinary *Rentrée*, or *Take-in*.

When you go for a great Game, you are to Diſcard differently, from what you do when you go for a common Game only; for in the former caſe, you abandon your Game entirely to the *Rentrèe*, whereas in the latter caſe, you carry ſuch Cards, as with a common *Rentrèe*, or take-in, will enable you to make good your Score; which is commonly eſtimated at twenty-ſeven Points for the Elder, and thirteen Points for the younger Hand. You muſt likewiſe in diſcarding, endeavour to get the Quatorzes which are, the four Aces, the four Kings, the four Queens, the four Knaves, and the four Tens: the Quatorze Aces annull all the others; and by having them, you can count any other inferior ones, as a Quatorze of tens, tho' your adverſary ſhould have Quatorze of Kings, Queens, or Knaves. If there is no Quatorze you may count three Aces, Kings, Queens, Knaves, or Tens, to which you are therefore to have regard in your Diſcard; and you will obſerve that the three Aces are ſuperior to the three Kings, &c. and that the loweſt Quatorze, prevents the adverſary from telling three Aces, and ſo of the reſt; and that by virtue of a *Good Quatorze*, you not only count inferior ones, but alſo three Tens, or any other Threes, except thoſe of Nine, Eight, or Seven; altho' your adverſary ſhould have three of a ſuperior value. The leaſt practice will

make all this, which may ſeem a little difficult at firſt, quite familiar.

The ſame Rules are to be obſerved with regard to the *Sequences*, that is, the *Huitièmes*, *Septièmes*, *Sixièmes*, *Quintes*, *Quarts* and *Tierces*; to which in your Diſcard you will pay due attention; that you may have the beſt chance of making them by your *Rentrée*, as they are what contribute greatly to the ſucceſs of the Game. You will find the explanation of theſe terms, with an account of their value, in the next chapter; in which the Learner will find the nature of the Diſcard more fully explained.

CHAP. III.

Containing an Explanation of the POINT, *and of the* SEQUENCE; *with ſome further Remarks on the* DISCARD.

THE *Point* is made up of the amount of ſo many Cards as you have in the ſame Suit, when added together; in doing of which, you will remember, that the Ace counts eleven, the Pictures ten each, and the ſmall Cards according to the number of their Pips, Ten, Nine, Eight or Seven.

The Elder Hand having reckoned up his Point, *calls it*, that is, he names it to his adverſary, and aſks him if it is Good? who, if he has not ſo many ſays, *it is Good*; if he has juſt as much, he ſays *Equal*; if he has more, he ſays *not Good*. He that has the beſt Point therefore, counts for it, ſo many Points as he has Cards, except, for example, he has ſix Cards, which make only fifty-four, he counts but five, whereas, if they had made fifty-five, he would have counted ſix; and ſo of ſixty-four, and forty-four, which count no more than the number of

of their Tens; the fifth Point always making up the Ten; thirty-five Points being equal in value to forty-four, each counting four*; but it is that Party only who has the moſt Points that counts, and if their Points are both equal, neither of them counts any thing. The ſame rule holds good, when the two Players have the ſame Sequence, unleſs one of them by a ſuperior Teirce, Quart, Quint, &c. juſtifies the equality he has with the other.

Of the TEIRCE.

There are ſix ſorts of Teirces: the firſt is called *Teirce Major*, and is compoſed of the Ace, King, and Queen; the ſecond call'd *Teirce to a King*, is compoſed of the King, Queen and Knave; the third, *to a Queen*, of the Queen, Knave and Ten; the fourth *to a Knave*, of the Knave, Ten and Nine; the fifth, *to a Ten*, of the Ten, Nine and Eight; and the ſixth, which is called, *Teirce Baſſe*, is compoſed of the Nine, Eight, and Seven. You will obſerve that to make any Sequence, the Cards muſt be all of the ſame Suit.

The QUART.

There are five ſorts of Quarts; the firſt called *Quart-Major*, conſiſts of the Ace, King, Queen and Knave; the ſecond called *Quart to a King*, compoſed of the King, Queen, Knave and Ten; the third, *to a Queen*, of the Queen, Knave, Ten, and Nine; the fourth *to a Knave*, of the Knave, Ten, Nine, and Eight; and the fifth called *Quart Baſſe*, of the Ten, Nine, Eight and Seven.

* *In moſt of the Academies of Paris, the Point is ſometime differently counted; five Cards counting five, ſix Cards ſix, &c. whether they make more or leſs than forty-five, fifty-five, &c.*

The QUINT.

There are four Quints; the firſt is, the *Quint-Major*, and is compoſed of the Ace, King, Queen, Knave and Ten; the ſecond *to a King*, of the King, Queen, Knave, Ten, and Nine; the third, *to a Queen*, of the Queen, Knave, Ten, Nine and Eight; the fourth, called *Quint-Paſſe*, or, *to a Knave*, of the Knave, Ten, Nine, Eight and Seven.

The SIXIEM.

There are three Sixiems, the firſt, called *Sixiem-Major*, conſiſts of the Ace, King, Queen, Knave, Ten, and Nine; the ſecond *to a King*, of the King, Queen, Knave, Ten, Nine and Eight; and the third called *to a Queen*, or, *Sixiem-aſſe*, of the Queen, Knave, Ten, Nine, Eight and Seven.

The SEPTIEM.

There are two Septiems; the firſt is the *Septiem-Major*, and is compoſed of the Ace, King, Queen, Knave, Ten, Nine and Eight; the ſecond, *to a King*, of the King, Queen, Knave, Ten, Nine, Eight and Seven.

The HUITIEM.

There is only one Huitiem; which conſiſts of all the eight Cards in the ſame Suit, *viz.* the Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven.

You ſee, by this account, how material it is to have regard to the Sequence, in making your Diſcard; for a Teirce, that is good, counts three; a Quart, four; a Quint fifteen; a Sixiem, ſixteen; a Septiem,

a Septiem, ſeventeen; and a Huitiem, eighteen; beſides what they count for Point: So that the Player who has a Quart, of which the Point is good, counts four for the Quart, and four for the Point, which make eight; or if he has a Quint of which the Point is good, he counts five for the Point, and fifteen for the Quint, which make twenty; and ſo in like manner with the Sixiems, Septiems, and Huitiems.

Remember here, what has been before ſaid; that he who has the higheſt Teirce, Quart, Quint, &c. ſets aſide all thoſe of his adverſary, that are inferior: for example, a Teirce-Major annuls a Teirce to a King; and ſo of the Quarts, Quints, &c. the leaſt Quart, ſetting aſide the higheſt Teirce, the leaſt Quint the higheſt Quart, &c.

You will remember too, that by favour of a Teirce, Quart, Quint, &c. which are good; you can tell a ſmall Teirce, tho' the adverſary ſhould have one much ſuperior, and if there ſhould be an equality betwixt the higheſt Sequence in each Hand, and either of them ſhould have ſeveral others, of equal or inferior value; nothing ſhall be counted for the Sequence, by either Party; the equality between the ſuperior ones, having deſtroyed the validity of the whole.

What is here ſaid, ſeems quite ſufficient to explain the nature of the Sequence. Let us now ſee the manner of calling the Game, and playing the Cards.

CHAP. IV.

Of calling the GAME, *and playing the* CARDS.

AFTER each Party has taken in, he ſorts his Cards, in order to ſee what he has to tell; and firſt the Elder Hand having placed the Cards

of

of that Suit, in which he has the moſt, together; he reckons up his Point, and calls it; and the Younger Hand anſwers, *Good*, *Equal*, or, *not Good*; as his Point is leſs, equal, or greater.

The Elder next calls his Sequences, if he has any; and the Younger replies as before, Good, Equal, or, not Good. You muſt well obſerve, that the Point and Sequences, if they are allow'd to be Good, muſt be ſhown down on the Board; for if either Party forgets to ſhew them before he plays his firſt Card, he is not allowed to tell them at all; and his adverſary is entitled to ſhow and tell his, tho' they are much inferior: If both Parties ſhould forget to ſhow them before they play their firſt Cards; they ſhall not either of them, be allowed to count any thing for them.

After calling his Sequence, the Elder examines if he has any Quatorzes, which are, as we ſaid before, the four Aces, Kings, Queens, Knaves, or Tens; the Quatorze that is good counts fourteen; the ſuperior in one Hand, annulling the inferior in the other; and enables you to tell three Aces, Kings, Queens, &c. If you have no Quatorze, you are to look for three Aces, Kings, Queens, Knaves, or Tens; the ſuperior ſtill ſetting aſide the inferior.

When the Elder has examined his Cards, and finds by Calling what he has that is good; he begins to count his Game; and the firſt thing that he counts is, the *Carte Blanche*, if he has it, which is good for ten Points; next he counts his Point, if it is good, which, ſuppoſing it to be fifty, he ſhows down and counts five; ten and five make fifteen: He then counts his Sequence, and if he has a good Quart, he ſhows it down likewiſe, and counts four; fifteen and four make nineteen; then

if

if he has Quatorze or three Aces, or any other Threes that are good, he adds them, in like manner; when having finiſhed the count of his Hand, he plays down a Card, and if it is an Ace, King, Queen, Knave, or Ten, he counts one for it; for thoſe are the only Cards that count in Play *.

After the Elder Hand has play'd a Card, if the Younger has the Point, or any Sequence that is good, he ſhows them down and counts them; and if he has Quatorze or any three that are good, he counts them likewiſe, and *Carte Blanche*, if he has it; and after counting all his Hand, he plays in the ſame Suit in which the Elder led, if he has any of that Suit; and if he wins the Trick, he leads in ſuch Suit as he thinks proper.

You have to obſerve, that as there is no advantage to be taken by ſurprize, at the Game of PIQUET he that in playing, changes his Suit, is to name the Suit in which he then leads; in default of which, the other Party, ſuppoſing that he ſtill continues to lead in the former Suit, has a right to take up the Card that he has played, even tho' it ſhould be in the Suit in which he then leads.

With regard to the manner of playing the Cards, as it is impoſſible to become a good Player, without practice; we ſhall content ourſelves with giving two general obſervations.

It is certain, that it is principally by the manner of playing the Cards, that we diſtinguiſh the good Player: now it is impoſſible to play well, without knowing

* *In the Academies in general, they ſometimes tell one for every Card they lead or win, whether a tenth Card or not; ſo that when two Players ſit down, who are not acquainted with each other's play, it is cuſtomary to aſk, Whether you count all the Cards or not?*

knowing the force of the Game; that is, by examining your own Hand, and by carefully obſerving what the adverſary has ſhown, and what he has called, you ought to know what Cards he ſhould have in his Hand, and conſequently what he has diſcarded.

There are two ends principally to be obſerved in playing the Cards; the one is to get the majority of Tricks; and the other to tell all the Points you poſſibly can in Play; and to prevent your adverſary from telling: But of theſe, the firſt is the principal, as he that wins moſt Tricks, ſcores ten for the Cards.

We muſt obſerve here, in favour of thoſe who are quite unacquainted with the Game; that there is no Trump at Piquet; but that the beſt Card of the Suit led wins the Trick: for example, if the King of Clubs is led, and you play the Ace, you win the Trick; whereas if the Seven had been led, and you play the Ace of another Suit, your adverſary wins it with the Seven.

When one Party leads a Suit, and the other by miſtake plays in another Suit, when he has one of the Suit led, he is at liberty to take up the Card he has played, and play in the Suit led, without incurring any Penalty.

It happens ſometimes by ill luck, that the Elder Player tells nothing in Hand, his Point, Sequence, &c. being not Good; in that Caſe he plays a Card, and tells one, if it is a Card that counts, and continues playing on till the Younger wins a Trick; who having before told his Hand, returns the Lead in ſuch Suit as he thinks proper; and in that manner they play on, till all the Cards are play'd out; and he that wins the laſt Trick, tells two for it, if it is a Card that counts, or one if it does not.

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The two Players then count their Tricks, and he that has the moſt, ſcores ten for the Cards; if they are equally divided, neither Party ſcores any thing for them.

Each Party then ſets up with Counters, or otherwiſe, ſo many Points, as he counted in that Deal; and the Cards are ſhuffled, cut, and dealt again, in the ſame manner as at firſt; the two Players dealing alternately till the Game is finiſhed*.

If the Loſer chuſes to play on, when you begin a freſh Game, you are to cut for Deal, as at firſt; unleſs it was agreed at the beginning, that the Players ſhould deal by turns throughout the whole Party.

Each Player is at liberty to leave off Play, when the Party is finiſhed, but not before, without forfeiting the Stake that is played for†.

CHAP. V.

Of Account PIQUET.

THIS method of playing Piquet, is much uſed by good company, as it admits of a much greater ſociety, for three, four, five, ſix or ſeven perſons, may by this means, be all concerned in the ſame

* *The number of Points that ſhall make the Game, is, as was ſaid at the beginning, quite arbitrary, and therefore at the diſcretion of the two Players; yet the number commonly obſerved is a hundred, and which ſeems the moſt eligible, as in that caſe, the Game is never deſperate; for let your adverſary be ever ſo far advanced before you, it is almoſt always in the power of a Repic, to give you the Game.*

† *It is proper to obſerve here, that the Game is frequently played with the Lurch; that is to ſay, if one Player gets as many Points as make the Game before the other gets half that number, he is ſaid to be lurched; ſo when the Game is* 100, *if one Player makes that number before the other makes* 50, *the latter is lurched, and is obliged to pay the winner the double of the ſtake played for.*

ſame Party; there are nevertheleſs, only two who play at the ſame time, the reſt ſucceeding each other by rotation.

At the end of every *Coup*, or ſecond Deal, the Loſer goes out and another takes his place. Or otherwiſe you play by turns, beginning on the right, and going round, as you ſit, to the left: As for example, I begin with the perſon on my right hand, and after we have played our Coup, he plays another Coup with the perſon on his right, and ſo of the reſt: And this ſeems the moſt equal manner of playing the Game.

Before you begin, you are to ſettle how many *Rois* or *Tours* you intend to play, whether ſix, nine, or twelve *Rois*, more or leſs; a *Rois* is two *Tours*, a *Tour* is two *Coups*, and a *Coup* is two *Deals*: You are likewiſe to ſettle the value of each Point, whether it ſhall be a half-penny, a penny, or more if you chooſe it.

With regard to playing the Game, the ſame rules are to be obſerved, as at common Piquet: Each of the two Players dealing once, and at the end of every *Dami-Tour*, you count how many Points you have made more than your adverſary, ſetting them up with Counters: for example; ſuppoſe that at the end of the firſt Coup, one of the Players has made twenty Points, and his adverſary ten only; the Elder therefore has ten Points againſt the Younger, which he ſets up with Counters, till the ſecond Coup is finiſhed; if in the ſecond Coup he that has ſcored ten Points, makes only ten more, and his adverſary makes forty, there will be twenty Points that he will have, more than the other, on the ſecond Coup; becauſe from the forty Points there muſt be deducted twenty, that is, ten for the firſt Coup, and ten for the ſecond Coup; conſequently

ſequently there will remain twenty Points, to be ſet up for the Loſer; and ſo of other Coups.

But as the idea we have here given, may not be ſufficient for ſome ſort of people, who are not content to ſee things, but would feel them alſo: We ſhall here give a Table, that will inſtruct them in the manner, in which thoſe who loſe, are to be ſet up.

Obſerve here, that all Points under five, go for nothing, and that five Points or more, ſcore ten; ſo that fifteen Points ſcore as much as twenty-four, that is, they each ſcore twenty, and ſo of the reſt.

If there are threePlayers, you make three columns, and at the head of each, you write the name of one of the Players, and in it, you ſet down what he loſes.

A TABLE, *ſhewing the Score of Twelve* ROIS.

	LEWIS.	PETER	DENIS
	30	30	60
	40	40	110
	100	30	30
	30	50	90
	70	50	70
	90	60	100
	50	30	30
	60	80	20
Totals	470	370	510

You ſee by theſe columns, what each Player has loſt, in the courſe of the twelve Rois; the amount of each column, are then to be added all together, as follows:

Lewis

Lewis loſes 470 Points
Peter —— 370
Denis —— 510

Total——1350 Points

Which being divided into three equal parts, leave 450 Points for each Player, who then, each of them take their reward; ſo that *Peter*, who has only 370 Points, gets 80 Points, becauſe he wants ſo many to make up his number 450, which is the one third of the whole; on the other hand, *Lewis* loſes 20 Points, becauſe he has ſo many more than 450; and for the ſame reaſon *Denis* loſes 60 Points, as he has that more than 450. When on the diviſion there are any odd Points remaining, they are for the advantage of him, who is the greateſt loſer.

Obſerve, that there is commonly a *Conſolation* paid beſides, at this Game, which is 20 Points for the loſer, or more or leſs, as ſhall be agreed, ſo that when it is 20 Points; he that is marked 30 by the Game, loſes 50 Points, and ſo of the reſt.

Another Manner of playing Account Piquet.

This method of playing the Game by three or five Perſons, is leſs embarraſſing, as there is no occaſion for pen and ink, or for addition and diviſion.

Each Player takes to the value of 600 Points, in five Fiſhes and ten Counters; each Fiſh being worth ten Counters, and each Counter goes for ten Points, ſo that for thirty you ſet up three Counters.

The reſt of the Game is play'd, as by the former method, except that inſtead of a Standiſh, you have, at the end of the Table, a Box or Pool, into which you put what is ſet up; which at the end of the party is equally divided amongſt all the Players.

The Conſolation is paid in like manner by him that is ſet up, who inſtead of ten Points, which he

is.

is marked by the Game, puts 30 into the Pool; inſtead of thirty Points, fifty; and ſo of the reſt: There is likewiſe another Conſolation which is paid by him that loſes, which is two Counters to his adverſary, and one to each of the other Players.

Obſerve, that when the two Players count alike, or there are only four Points difference; it is a *Refait*; that is, there muſt be a freſh Deal, and he that is marked or ſet up, on the ſecond Deal, pays to the Pool, twenty Points extraordinary; and if there is a ſecond *Refait*, he pays forty, and ſo of the reſt: unleſs it is agreed, in order to prevent *Refaits*, that the Player ſhall Mark to one Point, ſo that there ſhall be no freſh Deal, but when the numbers are exactly even.

When the Party is finiſhed; as you will ſee by marking with a Card how many Tours are play'd; the Pool is divided, and each Player ſees what he has got or loſt, without any difficulty: If there are any odd Counters, they are, as before, for the advantage of the greateſt Loſer.

A Third Manner of Playing ACCOUNT PIQUET.

This method is, by each Player's taking the value of ſix-hundred Points, as before; and you may play one againſt one, and pay each other as you play, what you are marked; and this manner of playing is very equal; you may make the Conſolation here, as high as you pleaſe.

This Game is likewiſe played two againſt two; which is the common Party, or two againſt one; the Party who plays alone againſt two is called the *Chouette**.

In

* Chouette *is French for an* Owl; *what reſemblance there is between the Lone Player, and that wiſe looking animal, the reader is left to determine.*

In all theſe methods of playing, you will have recourſe to the Rules, which are the ſame for all ſorts of Piquet.

The LAWS *of the Game of* PIQUET:

With the Deciſions of the beſt Players, on the moſt difficult Points.

I. If either of the Players has thirteen Cards dealt him, it is at the option of the Elder Hand, either to play the Cards, or to have a new Deal, as he ſhall find it moſt advantageous for his Game: When either Player has fourteen Cards or more, there muſt be a freſh Deal.

The reaſon for this determination is, that if either Party has thirteen Cards, it is the fault of the Dealer; therefore if there is any damage, he is to ſuſtain it: This is a law generally received.

II. If it is the Elder that has thirteen Cards, and he chooſes to play them, he muſt lay out one more than he takes in, for the Younger muſt have his three Cards; if it is the Younger that has thirteen, the Elder takes in the ſame Cards as if the Stock was right; and the Younger lays out three, and takes in two: in either caſe, the Party who has thirteen Cards, is to acquaint the other of his intention before he takes in, for after he has ſeen the Cards, the Game muſt be played, on the penalty of playing with more than twelve Cards, which is, to count nothing.

The juſtice which is ſhown to the Elder, in leaving it to his choice, either to ſtand his Game or not, engages him at the ſame time, to leave the Younger his three Cards; who when he has thirteen Cards, is for the ſame reaſon to lay out three, and take in only two; that he

he may not incur the penalty of playing with more than twelve Cards: This rule is alſo generally received.

III. He who takes in more Cards than he lays out, or is found in Play, to have more Cards than he ought, counts nothing; and cannot bar his adverſary from telling every thing that he has, even tho' it ſhould be much inferior to what he may have, who has thirteen Cards or more.

The rigour of this Law is founded in juſtice, for it frequently happens, that a ſingle Card is ſufficient to make a Game good, or to prevent it: All Players who value themſelves upon the knowledge of the Game agree in this.

IV. He who plays with leſs than twelve Cards, may count all that he has; the playing with too few Cards being no fault; but his adverſary always counts the laſt Card, and conſequently cannot be *capoted*, which he that has not twelve Cards muſt be if his adverſary ſhould win the eleven firſt Tricks; he having nothing to play to the twelfth.

It ſhould ſeem at firſt, that this law is leſs rigid than the laſt; but when it is conſidered, that he who plays with eleven Cards or leſs, can prejudice nobody but himſelf, he will be found ſufficiently puniſhed by riſking a Capot, without having it in his power to gain it. All Players admit of this rule.

V. He who begins to play, and forgets to count Carte Blanche, his Point, or the Aces, Kings, Queens, &c. or any Sequence which he may have good in his hand; is not admitted to tell them afterwards; and he loſes all thoſe advantages.

This law ſeems ſevere, as there is no appearance of any bad intention; but as he that forgets to tell his Game is guilty of a fault, it is but juſt that he ſhould be puniſhed: All Players admit likewiſe of this rule.

VI. When

VI. When before playing your firſt Card, you omit ſhewing your Point, Sequence, &c. which you may have better than your adverſary; you cannot count them after; and in that caſe the Elder, whoſe Point, Sequence, &c. or Threes of any ſort, you did not allow to be good, has a right, provided he has not played his ſecond Card, to count his Game, which was not allowed to be good, and which he had not ſhown or called.

It is but juſtice, that he whoſe Game was not allowed to be good, ſhould be admitted to count it afterwards; becauſe he did not ſhew it, on the faith of his adverſary; who, with a bad deſign, may always ſay, not Good; upon the chance of his forgetting to ſhew it, before he plays. All Players are agreed in this law.

VII. The Deal is to be continued in the ſame manner in which it is begun, whether by Twos or Threes, during the whole Party; unleſs before ſhuffling, you give notice, that you will deal by Twos or Threes. At the end of the Party the manner may be changed without giving any notice.

The reaſon of this Rule is obvious; for a Player who knows the Cards, and ſees that the Third or Fourth is a good Card, will deal by Two or by Three, accordingly. This is received by all Players; and is well calculated to prevent even the leaſt abuſe.

VIII. It is not permitted to diſcard twice; that is to ſay, the moment you have touched the Stock, after you have diſcarded ſuch a number of Cards, as you have thought proper, you cannot take them in again. This law regards both Players equally.

This, for the ſame reaſon, is generally received.

IX. Neither of the two Players is permitted to ſee the Cards he is to take in, before he has diſcarded; for which reaſon, when the Elder Hand does

not

not take in his five Cards, he is to ſay to his adverſary, *I take in but ſo many*, or, *I leave ſo many*.

This rule likewiſe, is for the ſame reaſon, generally received, in order to take away the pretence which the Younger Hand might make, that he did not know the number of Cards that were left, as the Elder might not have taken all his Cards.

X. He that has laid out leſs Cards than he has taken from the Stock, and perceives it before he has turned any of them, or has mixed them with his own Cards, is permitted to return what he has too much, without incurring any penalty; provided however, that his adverſary has not taken in his Cards, for in that caſe, he ſhall be at liberty, either to play the Cards, or to have a freſh Deal; and if the Deal is played, the Card that is too much, ſhall be mixed with one of the two Diſcards, after being ſeen by both Players.

This Point, which has been diſputed for a long time, is at length determined according to the rules of juſtice: For by this deciſion the puniſhment is mitigated; the offender not ſuffering all the rigour of him who has too many Cards, not being altogether in his ſituation; for as he declares, before ſeeing his Rentrée, *or even before joining them with his Game; there is conſequently no bad deſign to be puniſhed: Nevertheleſs, as he has committed a fault, it is but juſt, that he to whom the Card belongs, and which might have made his Game good, ſhould be left at liberty, to play the Cards or not. Players who judge theſe Points by reaſon, and without prejudice, find this law very juſtly eſtabliſhed, and admit it as it is.*

XI. If he who deals twice together, recollects himſelf, before he has ſeen any of his Cards; his adverſary ſhall be obliged to deal, though he has ſeen his own Hand.

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This law is quite conformable to equity, as every one ought to deal in his turn; and he that has dealed, cannot be accuſed of any ill intention, as he diſcovers it before he has ſeen his Game. This is alſo generally received.

XII. When the Elder Hand calls his Point, or what elſe he may have to count, and his adverſary anſwers that it is good, but finds on examining his Hand, that he is miſtaken; provided that he has not played, he is admitted to count what he has that is good, and to ſet aſide what the Elder has told, even tho' the Elder has played his firſt Card.

There are many Players that admit, you cannot augment your Point, but freely diminiſh it; if you perceive that you have not ſo much as you firſt called; I am quite of their opinion, eſpecially if it ſhould happen often: It is not the ſame with regard to the Sequence, the Quatorze, the three Aces, &c. *You may always recall yourſelf there, till you have played; except for example, one of the Players ſhould have three Aces, or the like; and ſhould aſk if three Knaves are good, in order to diſcover if the adverſary has three Queens, which he might have; in that caſe, he ſhall not be allowed to count what he has that is good: It is the ſame with reſpect to a ſuperior Teirce, if you call one that is much inferior.*

This law regards both Players, and is received every where with regard to the Sequence, the Quatorze, three Aces, Kings, &c. But with regard to the Point, there are many Players that do not admit it; as a Player might, by ſurprize diſcover to his adverſary, where his Point lies, which he might have in two Suits: Notwithſtanding, if it ſhould happen once by chance, it may be admitted; but if it ſhould happen often, you can oblige the Player to abide by his firſt call; the law in that caſe being the ſame.

XIII. He

XIII. He who might have Quatorze Aces, Kings, Queens, Knaves, or Tens, and has diſcarded one of them, and conſequently counts only three Aces, Kings, &c. which are allowed to be good; that Player is obliged to tell his adverſary, preciſely, which Card he has layed out; provided he is aſked as ſoon as he has played his firſt Card.

This rule is eſtabliſhed in order to prevent the trouble of ſhewing the Quatorze, three Aces, &c.

XIV. If it ſhould happen that the Pack is falſe, that is, if there ſhould be two Tens, or any two Cards of the ſame ſort, or that there ſhould be a Card too many, or too few, the Deal ſhall be void; the preceding deals however, if there have been any, ſhall ſtand good.

This law carries its own reaſon with it, as there is no Game at which wrong Cards are allowed.

XV. If in dealing there ſhould come a faced Card; you muſt ſhuffle and deal again, becauſe of the prejudice which might ariſe to him, to whom the Card ſhould belong, and the advantage it might be to his adverſary.

XVI. If there ſhould be a faced Card in the Stock, the Deal ſhall ſtand good, provided it is not the upper Card, or the firſt of thoſe three that belong to the Dealer: If there are two faced Cards there muſt be a new Deal.

This Point, which has been the occaſion of ſo many diſputes, is decided in this manner, by the moſt able players; and their reaſon is, that the faced Card could not be ſeen, if he to whom it belonged took due care of his Game, in taking it in: beſides it cannot be ſeen till after the diſcards are made, and therefore cannot alter or prejudice the Game. This rule is generally received by all thoſe who pretend to the greateſt knowledge of the Game.

XVII. He who calls falſe, as when he ſays, I have three or four Aces, Kings, Queens, Knaves, or Tens, which he might have, but has not, counts nothing he has in his Game, unleſs he corrects himſelf before he plays his firſt Card; for if his adverſary diſcovers it, at the beginning, in the middle, or at the end of the Deal, he ſhall not only prevent the other from telling, but he ſhall tell himſelf, all that he has good in his Game, that the other cannot equal: the ſame rule holds good, with regard to him, who inſtead of counting Quatorze Aces, Kings, &c. or Threes of any ſort, counts in their place, what he has not; as inſtead of Aces, counts Kings, &c.

It is eaſy to perceive, that this law is only made to puniſh the bad deſign of thoſe, who under pretence of a miſtake might count what they have not, and which they might have; it being neceſſary to puniſh that as a bad deſign, which may be ſuch; for the leaſt appearance of fraud, is to be puniſhed at play. All Players admit of this rule.

XVIII. Every Card that is ſeparated, and has touched the board, is judged to be played, nevertheleſs if you have played a Card to your Adverſary's Lead, which is not of the Suit he led, and you have one of the Suit; in that caſe you are permitted to take it up, and play one of the right Suit; for as you cannot renounce, there is no penalty for that: but if you have none of the Suit led, and play a Card that you did not intend, you are not admitted to take it again, after you have once quitted it.

Nobody ever oppoſes this law, for as there is no Trump at this Game, there can be no Renounce.

XIX. He, who in order to ſee the Cards that the Dealer has left, ſays, I play in ſuch a Suit,

and

and afterwards does not play that Suit, which he is obliged to play; it depends in that caſe on the adverſary, to oblige him to play in ſuch Suit as he ſhall find convenient.

The puniſhment here impoſed, is in order to prevent every appearance of foul play: All Players ſubmit to this.

XX. He who by accident, or otherwiſe, turns or ſees a Card belonging to the Stock, is to play, in what Suit his adverſary pleaſes, as often as he has ſeen Cards; once, if there has been only one Card turned; twice, if there are two, &c.

This rule regards the Elder, who may have ſeen a Card belonging to the younger Hand: for if the Younger turns or ſees a Card belonging to the Elder, he is at liberty, either to play the Cards, or to have a freſh Deal, after he has ſeen his Hand.

This is the Point, that has (without doubt) made the moſt noiſe at the Game of Piquet, *and about which, the moſt ſkilful Players, have been for a long time divided. I can conceive no reaſon, why in* Provence *and* Languedoc, *they condemn a man to the Grand Coup, who has turned or ſeen a Card belonging to the Stock. All the moſt celebrated Players agree with the judgment here given; and reaſon alone affords a ſufficient proof of the juſtice of it.*

XXI. He who having left a Card of the Stock, mixes it with his Diſcard, without ſhewing it to his adverſary, he may oblige him, after he has named the Suit that he will lead, to ſhow all his Diſcard. He that leaves a Card, is at liberty, not to ſee or ſhew it, provided, he does not mix it with his Diſcard.

This law is founded in juſtice, for as the Younger Hand has ſeen the Card, the Elder has a right to ſee

it likewiſe, but as he cannot diſtinguiſh it from the other Cards, he has a right to ſee the whole. This is generally received.

XXII. He who takes in any part of his Diſcard, or is detected in changing his Cards, or in any other kind of fraud; loſes the Party, and ought to be drove out as a cheat; with whom no one ought to play.

The puniſhment here cannot be ſufficiently ſevere, as it is intended to chaſtiſe a manifeſt ſcoundrel.

XXIII. He who quits the Party before it is finiſhed, loſes it, unleſs ſome very great affair obliges him to it; in that caſe, it may be put off by mutual conſent.

This law is eſtabliſhed to prevent the abuſe, that would continually creep in, by Players, who finding the Party deſperate, would put it off, in hopes of avoiding the finiſhing of it.

XXIV. He who thinking that he has loſt the Game, throws down his Cards and mixes them with the Stock, loſes the Party, tho' he ſhould find afterwards, that he was miſtaken; but if his Cards are not mixed, he has a right, provided the other Player has not mixed his Cards, to take them up again. The ſame thing happens, if towards the end of the Deal, a Player having two or three Cards left, thinks that his adverſary has better, and throws them down altogether, the other Party then ſhows his Cards, which tho' they are inferior, win thoſe thrown down, as the Player is not allowed to take them up again.

This law is very properly eſtabliſhed: for otherwiſe, he who wanted part of his Diſcard to win the Game, need only throw down his Cards, and mix them with the Diſcard, and by that means would take

take in the Cards he wanted. The impetuoſity of him, who in the other caſe, throws down his Cards, without being certain that his adverſary's are better; deſerves no leſs a puniſhment.

XXV. If the Dealer diſcards, and takes in the Cards belonging to the elder Hand, before he has had time to make his Diſcard, and has mixed them with his own Hand, he loſes the Game, if they play to a hundred; or the *Grand Coup*, if they play the Party: but if the Elder has had time to diſcard, but waits for the Younger's diſcarding, thinking himſelf to be the Elder, the Deal ſhall ſtand good; and he who by right is the Elder, ſhall begin the Play.

This law cannot be too rigid, in the firſt caſe; as his bad intention is manifeſted, who haſtens to make his Diſcard, that he may take in his adverſary's five Cards; but in the latter caſe, it is preciſely the fault of the Elder, who ought to remember, that it is he who is to take in five Cards.

XXVI. When you have only one Quatorze in your Hand, that is good, you are not obliged to ſay, whether it is of Aces, Kings, Queens, &c. but Quatorze only; but if you might have had two, and have diſcarded one of them, in that caſe you are obliged to name which Quatorze you have.

This law is natural, for he that has only one Quatorze to ſear, muſt neceſſarily know which it is; but when there are two againſt him, it is different; as there may be one that is good, and another that is not.

THE GAME OF QUADRILLE,

WITH

THE MEDIATEUR,
THE FAVOURITE SUIT,
THE MEDIATEUR SOLITAIRE:

By FOUR, by THREE, and by TWO;

With the NEW DECISIONS.

CHAP. I.

Containing a general Idea of the GAME, *and a particular Explanation of the value of the* CARDS.

IT is ſurpriſing that as QUADRILLE has been now ſeveral years played, no one has yet given a complete treatiſe of the Game‡, which however ſeems very neceſſary to be done, and that for two reaſons:

‡ *There is a ſhort deſcription of Quadrille in a book publiſhed ſome years ſince, called the* Court Gameſter; *and which ſeems to have been taken from a former imperfect edition of this work: As to what Mr. Hoyle calls a treatiſe on the Game of Quadrille, it is in fact, nothing more than inſtructions for the better playing of thoſe, who have already learned the Game; for it is impoſſible for any one to form any Idea of the Game by what is there laid down.*

reaſons: the one becauſe Quadrille has ſeveral rules, that are peculiar to it, beſides what it has in common with Ombre, from which it is derived; and the other, becauſe, there are many perſons that play at Quadrille, who have ſcarce any knowledge of the Game of Ombre.

We have therefore here collected together all the rules relating to the Game; whether drawn from thoſe of Ombre, or eſtabliſhed by the practice of the beſt companies where the Game is played; in order to put an end to thoſe diſputes which are continually ariſing, as almoſt every houſe has ſomething peculiar in the manner of playing the Game.

The Game of Quadrille, properly ſpeaking, is nothing more than Ombre by four perſons; and which, to ſay the truth, neither affords the entertainment or requires the addreſs of Ombre by three; but it muſt be owned at the ſame time, that it is more lively and amuſing; whether it be that there is no Deal that is not played; or that it is more agreeable to the genius of our nation, which does not willingly apply any great attention to a Game; eſpecially the Ladies, who receive with pleaſure this mitigated Ombre; and by preferring it to all other Games, make it their principal amuſement. Quadrille loſes much of its pleaſure, if the Players do not ſtrictly obſerve the law of ſilence; which ought to extend to the ſpectators alſo, for a ſingle word ſpoke *mal a propos*, may be of very great prejudice; and the Game requires the utmoſt tranquillity.

As the rules here given, are intended more for thoſe that have no knowledge of the Game, than ſuch as have already learned it: we ſhall here give in a few words, an account of the value of the Cards; which will facilitate the knowledge of the

Game, and ſave the trouble of having recourſe to that of Ombre, as many perſons content themſelves, with the knowledge of this Game only; and we ſhall endeavour to do this in as clear and conciſe a manner as poſſible: a plain proof of what is above ſaid, is, the manner of playing Quadrille by three, that is ſometimes practiſed for want of a fourth, which is, by throwing out one of the red Suits; but we ſhall ſay no more here of this method, which can only be agreeable to the Cadets of Quadrille, to whom it may ſerve as an introduction: however we ſhall ſay more of it, at the end of this treatiſe, as well as of the manner of playing the *Roy rendu*, or King given up, which alſo may have its partiſans.

We ſhall begin with giving an account of the value of the Cards, whether they are Trumps or not, which will be the buſineſs of the firſt Chapter; in the ſecond we ſhall explain the common manner of playing the Game, and the order that is to be obſerved in the ſeveral parts of it; in the third, the manner of marking and paying the Game; and in the fourth, ſome examples of Games that may be played with calling a King or without; with obſervations on the method that ſhould be obſerved in play: we ſhall then give a table of the laws of the Game, deducted from thoſe of Ombre, or eſtabliſhed by the practice of the beſt Players; together with an explanation of the terms that are proper to the Game; and in the laſt place, you will find the new deciſions on the moſt difficult points that have aroſe, ſince the commencement of the Game, and from whence the laws in thoſe caſes are derived.

Of

Of the Value of the CARDS.

There is certainly nothing that embarraſſes the Player ſo much at firſt, as the order of the Cards, he cannot conceive why the Seven of Hearts, or Diamonds, or the Two of Spades or Clubs, are ſometimes the ſecond Cards of the Game, and ſometimes the laſt: but he will readily ſee the reaſon by reading with a little attention, the following tables; in the firſt of which, the Cards are placed according to their natural value, and in the other, according to the rank they hold when Trumps.

The firſt TABLE;

In which the CARDS *are placed according to their natural Value.*

Hearts and Diamonds.	*Spades and Clubs.*
KING.	KING.
QUEEN.	QUEEN.
KNAVE.	KNAVE.
ACE.	SEVEN.
TWO.	SIX.
THREE.	FIVE.
FOUR.	FOUR.
FIVE.	THREE.
SIX.	TWO.
SEVEN.	

You ſee that there is no mention made of the Ace of Spades or Ace of Clubs; the reaſon is, that thoſe two Aces are always Trumps, in whatever Suit you play. The Ace of Spades being always the firſt, and the Ace of Clubs the third Trump: as you will ſee in the following table.

The ſecond TABLE.

In which the CARDS *are ranked according to their Value when they are Trumps.*

Hearts and Diamonds.	*Spades and Clubs.*
SPADILL, *The Ace of* SPADES.	SPADILL.
MANILL, *The Seven of* HEARTS *or* DIAMONDS.	MANILL, *The Two of* SPADES *or* CLUBS.
BASTO, *The Ace of* CLUBS.	BASTO.
PONTO, *The Ace of* HEARTS *or* DIAMONDS.	. . . . .
KING.	KING.
QUEEN.	QUEEN.
KNAVE.	KNAVE.
TWO.	SEVEN.
THREE.	SIX.
FOUR.	FIVE.
FIVE.	FOUR.
SIX.	THREE.

You ſee that there are only eleven Trumps in black, and twelve in red; and you ſee at once, that this difference ariſes from the two black Aces, which being always Trumps, are equally uſed in red and black, which augments the red Suits by one Trump.

The Ace of Spades is always the firſt, and the *Ace of Clubs* the third Trump; there is conſequently a Trump between them, which is called *Manill*, and is in black the Two, and in red the Seven; which

are

are the ſecond Cards, when they are Trumps, and are the laſt Cards in their reſpective Suits, when they are not Trumps: for example, the Two of Spades is the ſecond Trump when Spades are Trumps, and the loweſt Card, when Clubs, Hearts, or Diamonds are Trumps; and ſo of the reſt.

The Ponto is the Ace of Hearts or Diamonds, which are above the King, and the fourth Trump on the Cards, when either of thoſe Suits is Trumps, but are below the Knave, and called Ace of Hearts or Diamonds, when they are not Trumps, (*as you ſee in the Table.*) The two of Hearts or Diamonds is always ſuperior to the Three; the Three to the Four; the Four to the Five; and the Five to the Six, but the Six is not ſuperior to the Seven; but when it is not Trumps, for as we have ſaid, the Seven then becomes Manill, and conſequently is the ſecond Trump.

Thereare three Matadors; Spadill, Manill, and Baſto. The Priviledge of a Matador is, that when you have no other Trumps but them, and Trumps are led, you are not obliged to play them, but may play what Card you think proper, provided however that the Trump led, is of an inferior rank, in which caſe you are not obliged to play Manill, or Baſto, even tho' Spadill ſhould have been played on the inferior Trump firſt led;; but if Spadill was led, he that has Manill or Baſto only, is obliged to play it; it is the ſame of Baſto with regard to Manill, the ſuperior Matador always forcing the inferior. Tho' there are properly only three Matadors, nevertheleſs, all thoſe Trumps which follow the three firſt without interruption, are likewiſe called Matadors: but it is the three firſt only, that enjoy the priviledge of which we have been ſpeaking.

You

You will ſee the number of the other Matadors in the ſecond table, by the order of the Cards when they are Trumps.

So much may ſuffice for the order of the Cards; we ſhall now ſhew the manner and order that is to be obſerved in playing the Game.

CHAP. II.

Of the Manner of playing QUADRILLE, *and of the Order that is to be obſerved in drawing for the Places, and in dealing the Cards; of the Stakes, and of the Manner of Speaking; of playing with Calling, and without: Of the* BEAST, *the* VOLE, *&c.*

THE name QUADRILLE, which this Game bears, ſhews that it is to be played by four perſons. The number of Cards made uſe of is forty; which are the remains of a whole Pack, after the four Tens, Nines and Eights, are thrown out.

It will not be improper, before we proceed further, to ſhew the manner of making the Trump.

The Trump is made by him that plays, that is, by him who plays with or without calling, by naming Spades, Clubs, Hearts, or Diamonds; and the Suit named becomes Trumps: and you will obſerve by the way, that if he who names the Trump ſhould miſtake, that is, if he ſhould ſay Spades inſtead of Clubs; the Trump ſhall be Spades, tho' his Suit ſhould be in Clubs; and if he names two Suits, the firſt named ſhall be the Trump. All miſtakes being rigorouſly puniſhed at this Game.

It is proper alſo to repeat here, that this Game, tho' very diverting, becomes inſipid, if talking is once allowed: to enjoy therefore the true pleaſure

of

of the Game, the leaſt word ought not to be ſaid that can any ways affect it; every one playing according to his own fancy, and as he may judge convenient for his Game.

You are not to demand *Gano**, or to encourage your friend to play; he whoſe turn it is to play, ought to know what he has to do.

It is proper to obſerve here, that it is an eſtabliſhed rule, in order to avoid a diſagreeable ceremony, that in drawing for places, he who comes in laſt draws firſt; and ſo of the reſt.

The *Stakes* conſiſt of ſeven equal *Mils* † or *Contrats*, as they are ſometimes called, compriſing the ten Counters and Fiſhes, which are given to each Player; each Mil is equal to ten Fiſh, and each Fiſh to ten Counters: the Fiſh is valued at as much or as little as you pleaſe: that depending entirely on the Players, who ſhould meaſure their Game, according to what they chooſe to win or loſe. After having drawn for the places, ſeen who is to deal, agreed on the value of the Game, determined the number of Tours‡, which are commonly fixed at ten, and are marked by turning the corners of a Card: he who is to deal, the Cards being cut to him by the Player on his left hand, deals to each Player ten Cards, by twice three, and once four; it is the ſame whether he begins with four, or gives them the ſecond time, that being at his own diſcretion; but he muſt not deal them by one or two, as ſome players ignorantly pretend.

If there ſhould be found too many or too few Cards; or that there are two Cards of the ſame ſort,

* *See the dictionary at the end of the Game of Ombre.*

† *See the dictionary.* ‡ *See the dictionary.*

ſort, as two ſixes of Hearts, for example, there muſt be a new Deal; provided it is diſcovered before the Deal is finiſhed; for if the Cards are all played, and you have paid, or cut for the next Deal, it muſt ſtand good, as well as any preceding ones.

There muſt likewiſe be a new Deal if there is a Card turned in dealing, whatever Card it is, as it might be of prejudice to him that ſhould have it; there being no diſcard to be made: for a ſtill ſtronger reaſon, if there ſhould be ſeveral Cards turned.

There is no penalty for dealing wrong; he who does ſo, muſt only deal again.

After each Player has got his ten Cards, he that is on the right hand of the Dealer, after examining his Game, if he finds he has a Hand to play, aſks if they play; or if he has not a good hand, he paſſes; and ſo the ſecond, third, and fourth. All the four may paſs; but as there is no Deal that is not to be played, he that has Spadill, after having ſhewn or named it, is obliged to play, by calling a King.

Whether the Deal is played in this manner, or that one of the Players has aſked leave; no body chooſing to play without calling; after he has named his Suit, and the King he calls, the Play is begun by him who is the eldeſt Hand; he who wins the trick, plays another Card, and ſo of the reſt, till the Game is won or finiſhed. They then count their tricks, and if the Ombre, that is, he who ſtands the Game, has, together with him who is the King called, ſix Tricks, they have won, and are paid, the Game, the Conſolation, and the Matadors, if they have them, and divide what is upon the Game, and the Beaſts, if there are any

But if they make only five Tricks, it is a Remiſe, and they are beaſted, what goes upon the Game, and

pay

pay to the other Players, the Conſolation and the Matadors. If the Tricks are equally divided betwixt them, they are beaſted in the ſame manner; and if they make only four Tricks between them, it is a Remiſe: if they make leſs, they loſe Codill; and in that caſe they pay to their adverſaries, what they ſhould have received if they had won; that is, the Game, the Conſolation, and the Matadors, if they have them, and are beaſted what is upon the Game: they who win Codill divide the Stakes.

The Beaſt, and every thing elſe that is paid, is paid equally betwixt the two loſers; one half by him that calls, and the other half by him that is called; as well in caſe of Codill, as a Remiſe; unleſs the Ombre does not make three Tricks; in which caſe he who is called is not only exempted from paying half of the Beaſt, but alſo the Game, the Conſolation, and the Matadors, if there are any; which the Ombre in that caſe pays alone; and as well in caſe of a Codill as a Remiſe: which is done in order to oblige Players not to play Games that are unreaſonable. There are even ſome Academies, where you muſt make four Tricks, not to be beaſted alone.

There is nevertheleſs, one caſe, in which, if the Ombre makes only one Trick, he is not beaſted alone, and that is, when not having a good Hand, he paſſes, and all the other Players having paſſed likewiſe; he having Spadill, is obliged to play: in which caſe it would be unjuſt to oblige him to make three or four Tricks; in this caſe therefore, he that is called pays one half of the loſings. He therefore that has Spadill with a bad Hand, ſhould paſs, that if he is afterwards obliged to play, by calling a King, which is called forced Spadill, he may not be beaſted alone.

He

He that has once paſſed, cannot be admitted to play; and he that has aſked leave cannot refuſe to play, unleſs any one ſhould offer to play without calling.

He that has four Kings, may call a Queen to one of his Kings, except that which is Trumps. He who has one or more Kings, may call one of thoſe Kings; but in that Caſe, he muſt make ſix Tricks alone; and conſequently he wins or loſes alone.

It is not permitted to call the King of that Suit, in which you play.

You are not to demand Gano of your friend, nor to encourage him to play.

No one ſhould play out of his turn, but he is not beaſted for ſo doing.

He who not being eldeſt Hand, and having the King called, plays Spadill, Manill, or Baſto, or even the King called in order to ſhew that he is the friend, having other Kings that he fears the Ombre ſhould Trump; ſhall not be allowed to go for the Vole; he ſhall even be beaſted, if it appears to be done with that deſign.

You are not permitted to ſhew your Hand, though you have already won Codill; that it may be ſeen whether the Ombre is beaſted alone.

If the Ombre or his friend ſhew their Cards, before they have made ſix Tricks, thinking that they have made them, and there appears any poſſibility of preventing their making them; the other Players can oblige them to play their Cards, in ſuch manner as they chooſe.

When you play without calling a King, you need only name your Suit.

He

He who plays without calling, muſt make ſix Tricks alone to win; for all the other Players Tricks are united againſt him, and they are to do their utmoſt to prevent his winning.

He who plays without calling, is admitted to play in preference to him who would play with; however, if he that has aſked leave, will play without calling, he has the preference of the other that would force him: and theſe are the two methods of play without calling, that are called forced.

He who plays without calling, as he does n o divide the winnings with any one; ſo when he loſes he pays all by himſelf: if he loſes by Remiſe, he is beaſted, and pays each of the other Players, the Conſolation, the Sans Appeller, (*or as it is commonly, but improperly called, the ſans prendre*) and the Matadors, if there are any; if he loſes Codill, he is in like manner beaſted, and pays to each Player what he would have received from him if he had won. They who win Codill divide what there is; and if there are any Counters left, they belong to him of the three who ſhall have Spadill or the higheſt Trump the next Deal: it is the ſame with regard to him who calls one of his own Kings, he wins alone, or loſes alone, as in the other caſe, except the Sans Appeller, which he does not pay if he loſes, or receive if he wins, although he plays alone.

He who plays Sans Appeller, tho' he may have a ſure Game, is obliged to name his Suit, which, if he neglects to do, and ſhews down his Cards, and ſays, I play Sans Appeller; in that caſe, either of the other Players can oblige him to play in what Suit he pleaſes, even though he ſhould not have one Trump in that Suit.

He

He who has aſked leave, is not admitted to play Sans Appeller unleſs he is forced; in which caſe, as we ſaid before, he has the preference of the other that forces him.

You are not obliged to trump, when you have none of the Suit led, nor to play a higher Card in that Suit if you have it, being at your own liberty, even though you are the laſt Player, and the Trick ſhould belong to the Ombre; but you are obliged to play in the Suit led, if you can, otherwiſe you renounce.

He who ſeparates a Card from his Game, and ſhews it, is obliged to play it, if by not doing it, the Game may be prejudiced, or if it can give any intelligence to his friend; but eſpecially if it ſhould be a Matador. He who plays Sans Appeller, or by calling himſelf, is not ſubject to this law.

It is permitted to turn the Tricks made by the other Players, and to count what has been played, as often as it is your turn to play, but not otherwiſe.

He who inſtead turning a Player's Tricks, turns and ſees his Game, or ſhews it to the other Players, is beaſted, together with him, whoſe Cards he turned; each of them paying one half of the Beaſt.

He who renounces is beaſted as often as he has renounced and it is perceived.

In order to make a Renounce, the Trick muſt be turned. If the Renounce is diſcovered before the Deal is finiſhed, and it has prejudiced the Game; the Cards muſt be taken up again, and the Game replayed, from that Trick where the renounce was made; but if the Cards are all played, the Beaſt is ſtill made, but the Cards muſt not be replayed; except there ſhould be ſeveral renounces in the ſame Deal, for then they are to be played again, unleſs the Cards ſhould be mixed.

If

If there are ſeveral Beaſts made in the ſame Deal, they all go together; unleſs it is otherwiſe agreed at the beginning of the Party.

When there are ſeveral Beaſts, the greateſt always goes firſt.

To make *the Vole*, is to win all the Tricks, when you play Sans Prend: or with the aſſiſtance of the King you call.

The Vole is paid according as you have agreed, and only takes up what is upon the Game; having nothing to do with the Beaſts, which do not go.

The Vole is undertaken, when playing either with or without calling, after having won the firſt ſix Tricks, you play down a Card. If you loſe the Vole, you pay what you would have received if you had won it.

He or they who having undertaken the Vole, don't make it, draw the Stakes, and are paid the Game, the Conſolation, the Sans Prend, if it is one, and the Matadors, if there are any.

Although the Vole is undertaken, it is not permitted as it is at Ombre, to ſee your friend's Hand.

The Vole can't be undertaken, if the King called has not been played.

He who plays forced Spadill, can't pretend to the Vole: when the Vole is undertaken, it is then above all Times, that Silence ſhould be obſerved.

Nothing muſt be ſaid or done, that can in the leaſt induce the friends, either to undertake or to deſiſt from the Vole; you are only to wait, till he who is to undertake it, either plays a Card, or throws down his Game.

You have here the manner in general of playing the Game: and you will find in the table of laws,

at

at the end of this treatiſe, theſe matters more fully explained, to which therefore you will have recourſe, in ſuch Points, as may not be here preciſely determined.

Let us now ſee the manner of marking and paying the Game.

CHAP. III.

Of the Manner of MARKING, *and paying the* GAME.

HE who deals marks the Game, by placing a Fiſh before him. Each of the Players puts down a Counter, every Deal, which are paid to them that win; with the Conſolation; and theſe Counters are added to the Beaſts that are made.

If there is a Beaſt, it goes with the Stake and the Game, that each Player pays; he that deals nevertheleſs, puts down a Fiſh before him: ſo that the firſt Beaſt being fourteen, as it always is, the ſecond muſt be forty-two; and third fifty-ſix; for one Beaſt made on another, cannot be more than fourteen Points: which is the number by which the Game is augmented; that is ten for the Fiſh, which every Dealer puts down; and four for each Player's Counter; unleſs the Game is doubled, as is the caſe when the firſt Beaſt made, is drawn by Remiſe; that is fourteen, and the ſecond is forty-two.

If the Deal in which the firſt Beaſt is made, is drawn by Codill, the ſecond Beaſt can be only twenty-eight, for the fourteen that the Codill has drawn, is not to be included; as no one can loſe more at this Game, than he may win. You will ſee by the following table, the amount of the ſeveral Beaſts that are made.

TABLE

TABLE.

1 14	2 42	3 56	4 70
5 84	6 98	7 112	8 126
9 140	10 154	11 168	12 182
13 196	14 210	15 224	16 238

If the firſt Deal a Beaſt is made, is drawn by Codill, obſerve the following TABLE:

1 14	2 28	3 42	4 56
5 70	6 84	7 98	8 112
9 126	10 140	11 154	12 168
13 182	14 196	15 210	16 224

To uſe this Table when you play the double Game, you need only double the number of the Beaſts, in the order that they are made.

The Game, as we have ſaid, is a Counter for every Player every Deal: ſo that if there are ſeveral Remiſes, there will be as many Counters as there are Remiſes: which thoſe that loſe pay, either to them that win, or to them by whom they have loſt Codill:

Codill: for when it is only a Remiſe, the Game is not touched, and they pay only the Conſolation, the Matadors, and the Sans Prend, if it is one.

The *Conſolation* is two Counters, which are paid to him or them that ſtand the Game if they win; or is paid by them if they loſe, whether it be by Remiſe or Codill: the Matadors are in like manner paid a Counter for each Matador.

Although there are properly only three Matadors, which are Spadill, Manill, and Baſto; yet their number is augmented, according to the number of Trumps that follow them without interruption; and they are paid a Counter for each; as well in winning as loſing.

The *Sans Prendre* is commonly paid, the half of what is fixed for the Vole; ſo that it is five Counters, which thoſe that loſe pay to them that win; or he that loſes, to them by whom he loſes; whether it be by Remiſe or Codill.

Obſerve that the Sans Prendre, and the Matadors are to be demanded before the Cards are cut for the next Deal; or otherwiſe they are loſt, except in the caſe mentioned in the deciſions: ſee the article of Sans Prendre and Matadors.

The Beaſt, the Game, and the Conſolation, are not confined to time, but may be demanded ſeveral deals after; however, you cannot recall any miſtake that may have been made in counting the Beaſts, if the Deal, after that in which the miſtake was made, is finiſhed. See, in the deciſions, the article of the Beaſt.

They who win Codill, receive what they would have paid if they had loſt it.

The winners of Codill, divide between them, what is upon the Game.

The *Vole* is paid by a Fiſh, equal in value to ten Counters,

Counters, either to them that win it; or by them that having undertaken it, do not make it, and it is paid double to him or by him, who wins or loſes it, when he plays Sans Appeller. The Matadors, the Sans Appeller, and the reſt of the Game is paid as uſual.

The laſt Tour is commonly paid double; unleſs they agree to play ſingle: to play double, is to put down double, and to pay double, for the Game, the Conſolation, the Matadors, the Sans Prend, and the Vole.

Each Player pays a Fiſh, towards the expence of the Cards.

Thoſe who love to play high, may always play the double Game, which will make a very conſiderable augmentation, in the Beaſts and the Game.

It remains, that we give ſome examples of Games that may be played, either with calling or without, which will be the buſineſs of the next chapter.

CHAP. IV.

Examples of GAMES *that may be played with and without calling a* KING.

ALTHOUGH it is by practice, that the knowledge of what Games, are and are not to be played, is to be obtained; it will not be improper however, to ſet down here, for the uſe of the learner, examples of ſome Games that are to be played.

It is a general rule, and ſhould be the foundation of all others, that when you call a King, you ſhould have three ſure Tricks in your Hand; that you may not be beaſted alone. The following Games, however are to be played.

GAMES

GAMES IN RED, THAT OUGHT TO BE PLAYED,

Manill, Baſto, King, Queen, and Six of Hearts; two Spades; two Clubs; and one Diamond: by calling the King of Diamonds.

You ſhould remember, that you are to call that King, in preference, to which you have only one Fauſſe (or ſmall Card) becauſe you are then in Regle, (that is, you are in courſe to Trump the return of the King called) and if you have only one Fauſſe in red and black, it is better to call the red King, becauſe as there is a Card more in the red Suit, there is leſs danger in being over-trumped, on the return.

If you have an equal number in each colour, you ſhould, if you have a Queen, call a King to it, as by ſo doing you make your Queen good. You may likewiſe play *Spadill, Ponto, Knave, Two and Three, a Queen guarded; and three of another Suit: by calling the King to your Queen.* You may alſo play,

Manill, King, Queen, Knave and Four, with a King; by calling to that, of which you have the leaſt.

You are to trump out with your Knave, if you are the firſt Player, before you know who is the King called; it is always advantageous to lead Trumps, eſpecially when you have Kings and good Cards, becauſe the Trumps being uſually ſeparated, your Kings and Queens will paſs afterwards much better. It is alſo right, to lead Trumps when the King has not appeared; becauſe for the moſt part, your adverſaries not knowing who is the King, take the one for the other.

It is a general rule, that when the Ombre leads a ſmall Trump, before his King has appeared; never to take it but with a middling Trump; that you may not oblige your friend to over-trump you;

if

if you are the King called, the caſe is different, for then you are to put on the beſt Trump you have, in order to ſupport the Ombre's Game.

Spadill, *Manill*, *Queen* and *Knave*; may likewiſe be played, by calling the King that is moſt convenient for your Game.

GAMES *in Black, that are to be played.*

Baſto, *King*, *Queen*, *Knave*, *and Six*, by calling a King to that Suit in which you have the leaſt: you muſt obſerve to be in a Regle as often as you can.

Likewiſe, *Manill*, *King*, *Queen*, *and Six*, *with a King*; ſtill obſerving what is before ſaid.

You may alſo play, *Spadill*, *Queen*, *Knave*, *Six and Five*, *with a Queen guarded*; to which you call the King.

In like Manner, *King*, *Queen*, *Knave*, *Seven*, *Five*, *and one King*.

There is an infinity of other Games that may be played, which it is impoſſible to ſet down here: it muſt ſuffice therefore, to repeat here, that it is not prudent to play without three ſure Tricks, or even four, if you would play a ſure Game, as you ought not to depend on the King called, for three Tricks.

The *Sans Prendre* demands attention; ſeeing that he who plays it, far from being aided by any one, has all the other Players united againſt him; ſo that he ought to be ſure of the ſix Tricks, he is to make to win. There ſhould be no great dependence placed on Queens guarded. The following Games may be played in red, Sans Prendre.

SANS PRENDRE, *Games that may be played in red.*

Spadill, *Manill*, *Ponto*, *King*, *Two and Four*, *with a King*. If you are eldeſt, you ſhould play Trumps three times; by Spadill, Manill, and Ponto: in

order to fetch out the Trumps; that you may not be over-trumped, or loſe your King.

You are to obſerve, that if you are not eldeſt, but in *Cheville*, that is, when you are betwixt the eldeſt Hand and the Dealer, and the next Player after you having played a King, plays to you again in the ſame Suit in which you have a Renounce; you are either to win it with your Fauſſe, or Trump it with Ponto or the King, in order to be ſure of the Trick, or to force the Baſto; if you win that Trick, or the following one, you ſhould Trump out, as was ſaid before.

You may play alſo Sans Prendre, with *Spadill, Manill, Baſto, Knave, Four and Five; that is, three Matadors, ſix Trumps, and a Knave and a Queen of the ſame Suit:* I ſay of the ſame Suit, becauſe that is as good as a King. You will likewiſe have two ſmall Cards, either of the ſame, or of different Suits; if they are of different Suits, after the King of one of them has been played, the ſame Suit is returned, of which you have none, you ſhould throw away that Fauſſe, which will make you a Renounce; after which, if it is played a third time, you ſhould trump it with a Matador, and play Trumps about, three times, which will naturally bring out all the Trumps: after which, if they don't play in the Suit, in which are your Queen and Knave, you trump and play one of the two, reſerving a Trump to bring you in; and then play that of the two which remains, to make your ſixth Trick.

You may likewiſe play, *Manill, Baſto, Ponto, King, Two and Three, and a King:* that is, four falſe Matadors, ſix Trumps, and a King: they are called falſe Matadors, when Spadill is wanted; you ſhould on the return, trump with a falſe Matador,

in

in order not to be over-trumped; and then trump about.

You may alſo play, *Manill, Ponto, King, Queen, Two, Four, and Five, with a King.*

It is principally to be obſerved, at the Game of Quadrille, eſpecially at the Sans Prendre, that you are to trump about as often as poſſible; the ſituation of your Game however, muſt determine when it is proper ſo to do: for if all the Trumps ſhould be in one Hand; it muſt be the ſtrength of the Game that muſt regulate the manner of Play: for it is by good ſenſe, joined to experience, that things of this nature are to be determined.

GAMES *that may be played in black*, SANS PRENDRE.

As there is a Trump leſs in black than in red, you may play a ſmaller Game. You may therefore play the following Games:

Manill, Baſto, Queen, Knave, Six and Five, a King, and a Queen guarded: As likewiſe, *Spadill, Manill, King, Seven, Five, and Four; with a King, or a Queen and Knave, of the ſame Suit.* You alſo play *Manill, King, Queen, Knave, Six, Five, Three, and a King.* And likewiſe, *Spadill, Manill, Baſto, Queen, Seven, and a King.*

You are to obſerve, that on the returns, it is not prudent to trump with ſmall Cards; unleſs the Game is ſo ſituated, that you are obliged to do it to win. We muſt repeat here, that the moſt uſual, and ſureſt method of playing ſans Prendre, is to trump about as often as poſſible: taking care at the ſame time, not to hurt yourſelf, by endeavouring to weaken your enemy.

There are numberleſs other Games, that may be played, Sans Prendre, in both colours: but

the point always to be kept in view, is the neceſſity of making ſix Tricks, maugre the united efforts of your three adverſaries. The Routine of play muſt teach the reſt.

THE *ROI-RENDU*, or, KING GIVEN UP.

This Method of playing Quadrille, differs from the common one in this; that he who has the King called may give it up to him that called it, who in exchange muſt give him a Card from his Hand.

This Game, which is much in uſe in ſome provinces, is principally intended to prevent the playing of ſmall Games, which takes away much of the pleaſure of common Quadrille, and makes this method of playing it, though more difficult, have many partiſans, eſpecially among the men, who are better pleaſed with a ſerious amuſement, than the ladies, who find more pleaſure in common Quadrille, where there is leſs reſtraint.

The difference between this and common Quadrille, is contained in the following rules.

I. He who has the King called, and not a good Hand, may give it up to the Ombre; who is to give him in exchange ſuch Card of his Game as he thinks proper; all the other Players having a right to ſee the Card changed.

II. He who having the King called, and a good Hand, and gives it up in order to make the Ombre loſe; is beaſted, without the Ombres being exempt from making it alſo, if he does not win the Game; to do this, the King called ſhould have three ſure Tricks.

III. He to whom the King is given up, is obliged with that help, to make ſix Tricks alone; all the other Players being united againſt him.

IV. As

IV. As he does not divide with any one when he wins, ſo he pays all by himſelf when he loſes.

V. The King cannot be given up to him that plays forced Spadill as at common Quadrille; which is the ſame as this, in all other reſpects.

There are ſome academies where they play the above Game by rendering the King by obligation; that is to ſay, he who plays, always plays alone; and the laſt player if all the reſt have paſſed, by calling a King which is given him up, or Spadill, as is agreed, is obliged to play.

There is ſtill another Game played, which is called, (tho' improperly) Quadrille, ſeeing that it is played by three perſons; nevertheleſs as it follows in all reſpects the laws of Quadrille, it is not improper to make ſome mention of it.

New Additions to the GAME *of* QUADRILLE.

If he that is called is elder Hand to the Ombre, and has only one Fauſſe, and one ſmall Trump, he ſhould lead the Fauſſe, that he may make a Trick in that Suit when it is played again.

If he has a Matador with one ſmall Trump, he ſhould lead the King, to make himſelf known, and then the ſmall Trump, which is a token to the Ombre that he has a Matador; for which reaſon he ſhould take it with a good Trump, and lead a ſmall one, that the King may make.

If he that is called is younger Hand to the Ombre, and to play firſt; he ſhould lead a ſmall Trump; becauſe the Ombre will take it, and lead to his King, which wins, and he leads a ſingle Fauſſe if he has it, or trumps out with Matadors, if he has any, or elſe plays a King or Queen, if he

has them; not returning the Suit of the King called, but when he has nothing elſe. You are to obſerve, at the ſixth Trick to lead a Fauſſe that the Ombre trumps, and ſo may have it in his power, to undertake the Vole, if he has Cards ſufficient.

If the King called is in Cheville, he ſhould lead his King, and then play a ſingle Fauſſe, if he has one, or trump with a good Card, or elſe return the Suit of the King called.

When you are called, and have a King and Queen in the ſame Suit, you are to play them if you have no Matadors.

When you trump a Suit that has been twice led, you ſhould trump with your beſt.

When a Fauſſe is led in a Suit you trump, don't reſerve your Baſto, but put it on; for fear the Ombre or his Friend, ſhould have the King of that Suit. You ſee the reaſon why thoſe who are not called ſhould lead their ſmall Cards firſt, or the Queen to which they have the Knave: many Players when they are called, lead Manill or Baſto at firſt; but as a Player that is not called may imitate them, it is not proper ſo to do: and in that uncertainty, it is adviſeable for the Ombre to win it.

You muſt obſerve what Suits have been led twice, and not lead them again, unleſs your partner waits for that Suit.

You are never to lead in the Suit in which your opponents have led a Fauſſe, nor in the Suit of the King called.

You ſhould throw away the Fauſſe when you have the King, and keep a double guard to the Knave of the Suit that has not been led, and you have reaſon to believe that the Ombre has Fauſſes in that Suit.

When

When you are called, and the Ombre renounces in Trumps, you are to trump out, as long as you have any.

If the Ombre plays Sans Prendre, and you are elder and firſt to play, you ſhould lead in that Suit of which you have moſt, unleſs you have a King and Queen of the ſame Suit; for if you have Kings only, you ſhould wait; leſt the Ombre ſhould make the Queens of thoſe Suits.

But if, on the contrary, you are younger than the Ombre, and have a ſingle Fauſſe and a Trump, you muſt lead them, and if the Fauſſe paſſes to the King above the Ombre, he ſhould lead it again; but if to him that is below the Ombre, he ſhould lead another Fauſſe.

When the Ombre plays Sans Prendre, you ſhould obſerve, what he trumps, and lead that Suit always, to conſume his Trumps, and preſerve thoſe of the other Players, that they may over-trump him; you are to judge of his Fauſſes, by the King that he trumps. And you ſhould reſerve three or four good Cards, in that Suit of which you ſuppoſe he has Fauſſes, and may have the King, and not throw away that Suit.

When you are not called, and are above the Ombre, and to lead firſt, lead a ſmall Trump, if you have one only, or a Fauſſe, tho' it is a Queen, if you have no other of that Suit; or a Fauſſe to which you have the Queen; or a Queen to which you have the King; or a King to which you have not the Knave; for if you have, you ſhould lead another Card, and wait for that Suit, in order to make two Tricks; for by taking the Queen with the King, you make that Knave good.

You ſhould throw away the Knave and the Queen, when you have the Ace and Two in red, or Seven in black, and that Suit is led, for otherwiſe, you ſhould reſerve three of them; unleſs the Ombre trumps that Suit.

If you are not called, and have ſeveral ſmall Trumps, or ſome Matadors, and you are elder than the Ombre, and to lead; you ſhould lead one of your ſmall Trumps, even tho' you ſhould have only one; if you have two Cards of each Suit, you ſhould lead that Trump.

When you are to lead, and have Spadill and Baſto, you ſhould lead another Card, and wait, in order to take Manill with Spadill, and make Baſto good; and ſo of other Cards, as King and Knave, when the Queen is not played; and other Trumps: and likewiſe at the end of the Game, if you have the Seven, and the Two of Hearts, and a ſingle Trump, you muſt lead the Seven of Hearts to force the Knave, which remains behind; and whatever is played afterwards, you make thoſe two Tricks.

When the Ombre waits for you, if you have Manill guarded, you ſhould paſs, and not trump.

The principal Point to be obſerved is, to wait for the Lead in Trumps and other Suits, after the firſt Cards are played, when you know that the adverſary has a Trump which is between two that you have.

If the Ombre playing Sans Prendre, trumps the Suits of two Kings, by that you know his Fauſſes.

When you ſtand your Game, and are not ſtrong in Matadors, but have Kings or Queens guarded; you ſhould lead a ſmall Trump that you may wait, and make your Kings and Queens.

If

If you are with the Ombre, and he throws away a Suit, and the Suit in which his King is, has been twice played; lead that Suit he throws away. When he that is called has Manill and Baſto, he ſhould at the fourth Trick, trump with one and lead the other; but he ſhould have firſt ſhewn his Kings; unleſs he has a King and a Knave; in which caſe, he ſhould wait, and rather play his Matadors.

If the Ombre trumps with the Queen or Knave, and wins the Trick, he ſhould return Trumps, for he ſees by that, it is his King that has the Matadors.

If the Ombre leads at firſt a Fauſſe to his King, and his King ſhould have Spadill, Manill, three Trumps, with another King and Queen; he ſhould, after taking it with the King called, play Spadill and Manill, the King and the Queen, which make five Tricks; and he ſhould obſerve whether the Ombre trumps the Suit of the laſt King; and return either the Suit of the King called, or a Trump; for if the Ombre has not Baſto, he ſhews it by winning. When the Ombre paſſes the ſixth Trick; that ſhews that he would have you undertake the Vole.

When you would undertake the Vole, you ſhould trump with Spadill, to bring out Manill or Baſto, when you have them not; for your King ſhould have appeared, if he had him only, before the ſixth Trick.

When the Ombre plays with two black Aces, he ſhould trump out at firſt, with a ſmall one, and wait; and afterwards trump with Spadill; Manill commonly falling; and if he plays without the black Aces, if he is to lead, he ſhould lead a ſmall Trump.

In order to prevent the Vole, you muſt obſerve the Suit the Ombre or his King have not trumped,

and reſerve good Cards in it, and eſpecially thoſe of which your partner has none; and thoſe of which the Knave and Queen have fallen.

When the Card for the Vole is played, they who oppoſe it, and have four Cards, ſhould play to that Card, Kings or Queens, that are the beſt of the Suits that have been trumped; and keep a Knave double guarded, in another Suit, and the other ſhould keep the beſt Card of which the King and Queen have been played, becauſe that ſhould be the Fauſſe on which the Vole is hazarded.

The Ombre ſhould obſerve, if his King, after winning, plays another Fauſſe, that is, if he trumps that Suit, and not fail to lead him that Suit, when he is to lead.

When he that is called leads a Fauſſe, and he that takes it, is againſt the Ombre, he ſhould after taking it, lead a ſmall Trump, if his partner waits; in order to force the Trump of the King called, who cannot trump afterwerds.

The LAWS *of the* GAME *of* QUADRILLE.

I. The Cards are to be dealt by Four and Threes, and no otherwiſe: and the Dealer is at liberty to begin by Four or Three: if in dealing there ſhould come one or more faced Cards, there muſt be a new deal.

II. If there are too many or too few Cards in the Pack, there muſt be a new Deal.

III. If there are two Cards of the ſame ſort, and it is perceived, before the Deal is finiſhed, it becomes void; but if all the Cards are played, it ſtands good, as well as any preceding ones.

IV. He who deals wrong, deals again, and is not beaſted.

V. If

V. If he who plays either Sans Prendre, or by calling, names another Suit than that, in which his Game is, or if he names two Suits, that which he named firſt ſhall be Trumps, and he cannot recall it.

VI. The Player is to name the Suit he plays in, by its proper name; as well as the King he calls.

VII. He who has paſſed, cannot be admitted to play, unleſs he plays forced Spadill.

VIII. He who has aſked leave is obliged to play.

IX. He who has aſked leave, cannot play Sans Prendre, unleſs he is forced to it.

X. He who has aſked leave, is admitted to play Sans Prendre, in preference to the Player that forces him.

XI. He who has four Kings, may call the Queen to one of his Kings.

XII. You cannot call the King or the Queen of the Suit that is trumps.

XIII. He who has one or more Kings, may call one of them, and in that caſe he is obliged to make ſix Tricks alone, to win: if he wins, he has all the winnings to himſelf; and if he loſes, he pays all by himſelf.

XIV. You are not to demand Gano of your friend, nor to encourage him to play.

XV. No one ſhould play out of his turn; but he is not beaſted for ſo doing.

XVI. Nevertheleſs, he who not being eldeſt Hand, and having the King called, ſhall trump out with Spadill, Manill, or Baſto; or ſhall even play the King called, in order to ſhew that he is the friend; ſhall not be allowed to go for the Vole; he ſhall even be beaſted, if there appears a manifeſt bad intention in his ſo doing.

XVII. He

XVII. He who has ſeparated a Card from his Hand, and has ſhewn it, is obliged to play it; if by not doing it, the Game may be prejudiced; or if it can give any information to his friend; eſpecially if it ſhould be a Matador. He that plays Sans Prendre, is not ſubject to this law; nor he, who calling himſelf, plays alone.

XVIII. He who has none of the Suit led, is not obliged to trump, nor to play a higher Card, in that Suit, if he has it.

XIX. It is permitted to turn the Tricks of the other Players, in order to ſee what has been played.

XX. You are not to turn the Tricks, or count aloud what has been played, but when you are to play; as each Player ſhould count his own Game.

XXI. He, who inſtead of turning the Tricks, of one of the Players, turns and ſees his Game; is beaſted together with him whoſe Cards he has turned, each paying one half of the Beaſt.

XXII. He who renounces is beaſted as often as he renounces, if it is diſcovered in the play; but if the Deal is finiſhed, and the Cards are mixed, he makes but one beaſt, though he ſhould have renounced ſeveral times.

XXIII. To make a Renounce, the Trick muſt be turned; or he that renounced, muſt have played a Card for the next Trick; otherwiſe he may take it up without any Penalty.

XXIV. If the Renounce is prejudicial to the Game, and the Deal is not finiſhed, the Cards may be taken up, and played over again, from that Trick where the Renounce was made; but if the Deal is finiſhed they cannot be played over again.

XXV. He who having aſked, what is Trumps, ſhall trump in that ſuit which is named, although it is not Trumps, is not beaſted.

XXVI. He

XXVI. He who trumps in a Suit that is not Trumps, without having aſked what is Trumps, and has turned the Trick, is beaſted.

XXVII. He who ſhews his Hand before the Game is won, is beaſted, unleſs he plays Sans Prendre, or alone.

XXVIII. Several Beaſts made in the ſame deal go together, unleſs it is otherwiſe agreed.

XXIX. The greateſt Beaſt always goes firſt.

XXX. The three Matadors cannot be forced by an inferior Trump.

XXXI. The ſuperior Matador forces the inferior, when it is played by the firſt Player.

XXXII. The ſuperior Matador does not force the inferior, if it is played on any inferior Trump, that was firſt led.

XXXIII. The Matadors, and the Sans Prendre cannot be demanded, after the Cards are cut for the next Deal, unleſs by deſign the Cards are ſhuffled and cut ſo haſtily, that there was not time to demand them; in which caſe, if there is nothing received for the Game and the Conſolation, by any of the Players; the Player has a right to demand the Sans Prendre, and the Matadors, with the Game that is due to him; but if it is he himſelf that has cut or dealt the Cards, he cannot recover them.

XXXIV. If he who plays Sans Prendre with the Matadors; demand one, without demanding the other; there is no more due to him than he demands.

XXXV. He who demands the Matadors which he has not, inſtead of demanding the Sans Prendre; or he who demands the Sans Prendre inſtead of the Matadors; cannot inſiſt on being paid what is really due to him; for this Game requires a preciſe explanation.

explanation. He who plays with calling, is not included in this diſtinction.

XXXVI. If one of the two Players, has been paid the Matadors, the other has a right to be paid them, though he has not demanded them.

XXXVII. The Matadors are not paid but when they are in the Hands of thoſe who ſtand the Game, together or ſeparately.

XXXVIII. He who plays Sans Prendre is obliged to name his Suit, although he has a ſure Game.

XXXIX. The Game, the Stake, the Conſolation, and the Beaſts, are not confined, for they may be demanded ſeveral Deals afterwards.

XL. No miſtakes that have been made in counting the Beaſts, can be recalled, after the next Deal to that in which they were drawn.

XLI. He, or they, who ſtand the Game, and win all the Tricks, are paid what is agreed on for the Vole.

XLII. The Vole does not draw the Beaſts, which do not go upon the Game.

XLIII. He, who does not make the Vole, when he has undertaken it, pays what he would have received if he had won it.

XLIV. The Vole is undertaken, when after making the firſt ſix Tricks, whether the Game is played alone, or by calling a King, a Card is played for the ſeventh Trick.

XLV. When the Vole is once undertaken it cannot be declined.

XLVI. He who ſpeaks in the Play to encourage his friend, cannot pretend to the Vole.

XLVII. He who ſays any thing to make him decline it, is to be beaſted.

XLVIII. It is not permitted to inform your friend who is to play, that you have ſix Tricks.

XLIX.

XLIX. They who defend the Poule, cannot communicate their Game to each other, though the Vole is undertaken; and neither the one or the other ought to ſay any thing that may intereſt the Game.

L. He who has been forced to play with Spadill, cannot pretend to the Vole.

LI. The Vole cannot be undertaken before the King called has appeared.

LII. If the King called, has not appeared, you may play on to the laſt Card, without incurring the penalty for miſſing the Vole.

LIII. They who make the Vole, without having ſhewn the King, ſhall not be paid for it, although the Queen has been played, and has won a Trick; as it may happen, that he who has the King, has won by miſtake, or being willing to make the Impaſſe,* ; the Queen not denoting the King.

LIV. They who having undertaken the Vole do not make it, win nevertheleſs, the Game, the Stake and the Beaſts, if there are any that go on the Game, and are paid the Game, the Conſolation and the Matadors if they have them, as well as the Sans Prendre.

LV. They who admit the Contre at Quadrille, give it the preference in play, to him who being eldeſt Hand, offers to play Sans Prendre.

LVI. He, who playing Sans Prendre, goes for the Vole, and loſes it, pays to each one, what is due for the Vole; and is not paid, either the Sans Prendre or the Matadors, if he has them, or even the Conſolation or the Game, nor does he draw the Stake; but he is not beaſted, unleſs he loſes the Game; for in that caſe, beſides the Vole, he is to pay

* *See the Dictionary.*

pay to every Player what is due for the Game, and is beaſted what is on the Game.

LVII. He who ſtands the Game, and does not make three Tricks, or four, as is agreed, is beaſted alone, and pays alone all that is to be paid. And if he makes no Trick, he pays beſides to his two adverſaries, what is due for the Vole, but not to his friend, leſt that advantage ſhould induce the friend to play againſt him, inſtead of ſupporting him, when the Game is deſperate.

LVIII. When you play the Roi Rendu, he that receives him, is obliged to make ſix Tricks alone to win; for the reſt, he wins or loſes for himſelf alone.

LIX. If any Player refuſes to finiſh the Party he has begun, he muſt pay all that is loſt upon the Game; and the Cards.

LX. But if it is to attend ſome affair of importance, the Party may be put off, by making a minute of the ſtate of the Game; with the conſent of the other Players.

NEW DECISIONS *on the Difficulties and Incidents that may ariſe at the Game of* QUADRILLE.*

ARTICLE I.

Of the Deal.

IF there ſhould come a faced Card in the Deal, whatever Card it is, there muſt be a new Deal. The reaſon is, becauſe it would be unjuſt, that either of the Players ſhould ſuffer the diſadvantage of

* *Theſe Deciſions, though more explicit, contain much the ſame matter as is to be found in the deſcription and Laws of the Game, and therefore to ſome may ſeem ſuperfluous;*

of having one of his Cards known, which may prejudice his Game, whether he plays Sans Prendre, or with calling a King, or by defending the Game; beſides the Law would not be juſt, if a Card turned belonging to one of the Players, was admitted, and the Deal held good, when if there ſhould come a ſecond or a third, to other Players, the Deal ſhould be ſet aſide; though the Card that ſhould belong to the ſecond or third Player could no more prejudice his Game, than the firſt would the other Players: conſequently, as the Deal, where there are two or three faced Cards, is deemed void, the Deal, where there is one only, ſhould be void alſo.

The Cards are not to be dealt otherwiſe than by four and threes, as certain Players injudiciouſly pretend; for as this Game follows in all things, that of Ombre, as near as poſſible, and as the Cards are always dealt at that Game, by Threes, it is not right to depart from that Law which is founded in reaſon, as it ſerves to prevent the abuſe that might ariſe from one of the Players, knowing the Cards; if every one was allowed to deal according to his own fancy.

ARTICLE

ous; but it ſhould be remembered, that the deſign of this treatiſe, is not to entertain but inſtruct, and that where inſtruction alone is intended, perſpicuity is the firſt, and principal point, to be kept in view; and what may ſeem obſcure to one perſon, or in one manner of expreſſion, may be quite obvious to another, or with another expreſſion; and it ſhould be remembered alſo, that a book of this kind, ought to be adapted to the capacities of all ſorts of readers. What is here ſaid with regard to theſe deciſions, is to be underſtood of ſeveral other parts of this book.

ARTICLE II.

Of the Manner of Calling.

The opinion of ſome Players, who would have him that has four Aces paſs, unleſs he plays Sans Prendre, is contrary to the liberty of the Game of Quadrille; for it is but reaſonable that he be allowed to play, either by calling a Queen or one of hisKings; for it is generally received that he who would not hazard a Sans Prendre, may call one of his Kings; or if he will not play alone, may call any Queen that is not Trumps.

Obſerve that to call a Queen you muſt have the four Kings; therefore if you have not that which is Trumps, though you have the three others, you are obliged to call a King that you have, or paſs.

ARTICLE III.

Of the Manner of playing the Cards.

As the penalties that are inflicted at all Games of Commerce (that is, where money is circulated) are intended to prevent the abuſes that might ariſe from foul Play; it has been found expedient to uſe ſeverity in the following caſes; on account of the facility there is of introducing abuſe in ſuch caſes.

He who draws a Card from his Hand, and ſhows it openly, is obliged to play it; if by not doing it he may prejudice the Game or give any information to his friend; but eſpecially if it is a Matador: this deciſion regards, as well thoſe who defend the Poul, as thoſe who ſtand the Game. He who plays Sans Prendre, or alone, having called himſelf, is not

not ſubject to this Law, as he cannot draw any advantage from ſhewing his Cards.

He who not being firſt Player, and having the King called, trumps out with Spadill, Manill, or Baſto, or even plays the King called, to ſhow that he is the friend; having other Kings that he fears the Ombre may trump, cannot pretend to the Vole; he ſhall even be beaſted, if the Card ſhown ſerves to win the Game, when it is doubtful.

ARTICLE IV.

Of Miſtakes and Accidents.

The liberty that is allowed at Quadrille, of looking at the Tricks made, may occaſion a fault in two Players; in him that commits it, and him that ſuffers it; on which account the following Deciſion is made.

He, who inſtead of turning the Tricks of another Player, turns his Game, which may be before him, and ſees it, or ſuffers the other Players to ſee it, is beaſted, together, with him whoſe Cards he turned, each paying one half of the Beaſt; the one for his want of attention, and the other for his neglect, in not having his Cards always in his hand, as he ought to have, during the courſe of the Play. This Law is the more neceſſary as it prevents two evils; the one is, of the ſnare that might be layed by one of the Players, in placing his Game cloſe to his Tricks; and the other the bad deſign of him, who pretending to look at the Tricks, ſhould turn a Player's Game, that he may by chance have laid on the table.

ARTICLE V.

Of the Renounce.

He that renounces, is not beaſted, even though the Trick ſhould be taken up, provided he perceives it before it is turned and laid on the Table; but if it is turned by him that won it, he is beaſted.

He is beaſted likewiſe, if the Trick is covered by another Card, played by him to whom it belongs, unleſs he immediately recalls himſelf before he plays again; in ſuch caſe he is allowed to take up his Card without being beaſted.

He does not renounce to whom it is ſaid, ſuch a Suit is Trumps, and who, not having any of the Suit led, trumps in the Suit he was told was Trumps; but he cannot take up his Card again; and the Trick muſt go to him that won it; it not being juſt to puniſh what is well meant, as what is ill meant, or may be ſo meant.

He who without aſking what is Trumps, ſhall trump with a Card that is not, and turns the Trick, is beaſted; as in this caſe there may be a bad intention.

If a Player renounces ſeveral times in the ſame Deal, he is beaſted only once, if it is not perceived before the Deal is finiſhed; but if the firſt is diſcovered, and he makes a ſecond or a third, he is beaſted, as often as he makes Renounces; and the Cards are to be taken up and played over again, the other Players playing their Cards in the ſame order as before.

ARTICLE VI.

Of the Faults of ſhowing the Cards.

The fault of ſhowing the Cards, is not the leſs conſiderable, becauſe it is common, ſince the tolerating it may occaſion many abuſes.

It is not therefore permitted, either to thoſe who ſtand the Game, or thoſe who defend the Poul, to ſhew the Cards, before the Game is won, as the friend of him who ſhews his Game might draw an advantage therefrom; for which reaſon he that ſhows his Game is beaſted.

This caſe does not regard the Sans Prendre; or him who calls himſelf; whoſe Game cannot be favoured by any one.

They who defend the Poul, are not to ſhow their Cards, though they have made their ſix Tricks; but are to play on to the laſt Card, in order to ſee if the Ombre makes his three Tricks, that he may not be beaſted alone.

ARTICLE VII.

Of the Faults of Speaking.

It is not permitted to ſpeak at the Game of Quadrille, on any pretence whatever; nor even to ſay, that is the King; for he, whoſe turn it is to play, ought to know it, or may know it by examining the Tricks: it is not allowed likewiſe to ſay, ſuch or ſuch a Suit is trumped: nor can he who is to play aſk the queſtion; but is to examine the Cards played.

He who ſpeaks during the Game to encourage his friend, cannot pretend to the Vole: and he who

who ſays any thing to make him deſiſt from undertaking it, is to be beaſted. It is not even permitted to ſay, we have ſix Tricks.

The liberty that every Player has of ſeeing the Tricks made, is only when it is his turn to play, as he can have no occaſion for it at any other time.

By this regulation that abuſe is prevented, which has frequently happened, by him whoſe turn to play is either paſſed or not yet come, who by ſhewing the Cards has determined him who was to play, and was in ſuſpenſe; and beſides the prejudice it may be to the Game, ſuch practice is contrary to good manners; therefore he who does it is to be beaſted.

ARTICLE VIII.

Of the Beaſt.

The Beaſt is not confined, for it may be demanded ſeveral Deals after, when it can be proved that it was won that Deal where it ought naturally to go: but it is not the ſame with regard to the miſtakes that may be made in counting the Beaſt; for example, if for a Beaſt that ſhould be fifty-ſix, there is counted only forty-two, and he who wins it claims no more, it cannot be rectified after the following Deal is played, on account of the embarraſſment that would ariſe from ſuch juſtifications; and beſides, juſtice does not require it, as he riſks no more than he received.

ARTICLE IX.

Of the Sans Prendre and the Matadors.

The Sans Prendre and the Matadors are to be demanded before you cut for the next Deal, or elſe they

they are not to be paid: there is one exception however to this Rule, which is intended to puniſh the bad deſign of him who ſhuffles the Cards, and gets them cut before the other has time to recollect his Game, and conſequently to demand what he has won.

If he who plays Sans Prendre, either with or without Matadors, has not received from either of the Players for his Game, although the Cards are cut, he has a right to demand with the Game the Sans Prendre and the Matadors, if he has them.

If he who has played Sans Prendre, and has not claimed it, cuts or deals the Cards himſelf, he has a right only to the Game.

If he who plays Sans Prendre, with the Matadors, claims by miſtake, one for the other, he cannot receive either; unleſs he recollects himſelf before the Cards are cut; for this Game requires a determinate explication. He who plays by calling a King, is not liable to this diſtinction: for as there are two parties concerned, they can either of them demand their Game before the Cards are cut. This Law therefore is only for thoſe who play Sans Prendre, or alone by calling themſelves.

He who playing Sans Prendre ſhows a ſure Game, without naming his Trump, ſhall be obliged to play in ſuch Suit as one of his adverſaries ſhall name; for when he has taken up his Cards, he who is eldeſt hand, on playing his firſt Card, names the Trump. The ſame rule holds good if the Sans Prendre being eldeſt Hand, plays Spadill or Baſto, without naming the Trump; this Game as was ſaid before, requiring a preciſe explanation.

ARTICLE X.

Of forced Games.

When all the Players have paſſed, he who has Spadill, is obliged to play: it is to be ſuppoſed that as he has paſſed, he has not a good Game; juſtice therefore requires that he ſhould not be ſubject to the law of thoſe who play by choice, who are obliged to make three Tricks, or be beaſted alone; for which reaſon, he who plays forced Spadill, is not beaſted alone, though he ſhould make only one Trick.

ARTICLE XI.

Of the Contre, the Vole, and the Devole.

Quadrille being a French Game, it ſeems naturally to admit of the Contre, which ſome Players would introduce at Ombre, in imitation of the Game of the Beaſt; they therefore that chooſe to admit it, obſerve the following rules:

He who plays Sans Prendre, and engages for the Vole, is admitted in preference to another who is to ſpeak before him, and would play Sans Prendre only.

He who undertakes Sans Prendre and the Vole, and does not make it, pays to each Player what is due for the Vole, and does not receive either the Sans Prendre or the Matadors, if he has them, or the Conſolation, nor does he draw the Stake and the Beaſts which go with the Game; but he is not beaſted unleſs he loſes the Game, in which caſe he pays whatever he would have received for the Conſolation, the Sans Prendre, the Vole and the Matadors,

tadors, if he has won. As this is a caſe that can but rarely happen, there is no great riſk in admitting it.

He who is obliged to play with Spadill, cannot pretend to the Vole, on account of the advantage that Spadill's being known may give him.

The King called muſt have appeared before you can have a right to the Vole, for otherwiſe, as there is no riſk, there can be no retribution. He who ſtands the Game and does not win one Trick, makes the Devole; which he pays to them that defend the Poul, but not to his friend; leſt that temptation ſhould induce the friend to play againſt him whom he ought to ſupport; when he ſees the Game is deſperate.

This law, rigorous as it is, ought to be leſs ſo, becauſe it tends to prevent the playing of ſmall Games; and beſides, it is almoſt impoſſible but that the Ombre, and he that has the King called, muſt make one Trick between them, which alone is ſufficient to ſave the Devole.

It is a law univerſally received, that they who ſhow their Game cannot pretend to the Vole: nevertheleſs, if one of the Players, having five or ſix ſure Tricks, ſhould ſhow them, on ſaying that he plays the Vole; altho' his friend is to lead, his adverſaries cannot prevent him; but they can oblige the friend of him who undertakes the Vole, to play ſuch Card of his Game as they think proper; in order that he may not derive any advantage from having ſeen his friend's hand; but this is only allowable before they who ſtand the Game have made ſix Tricks; for then it is he only who has won the laſt Trick, that is to determine whether the Vole is played for or not, according to the common rule.

This point has been thus juſtly mitigated, ſeeing that he who ſhews his Cards, cannot draw any advantage from it, but only ſhorten the Game; and is underſtood by ſo doing, to undertake the Vole, whether he does it or not.

THE GAME OF QUADRILLE,

WITH THE

MEDIATEUR,

AND THE

FAVOURITE SUIT.

Thoſe who are accuſtomed to play much at Quadrille, have frequent occaſion to obſerve the great inequality that is in the Game; the advantage of him who is eldeſt Hand, depriving the others of the liberty of playing, even when they have a good Hand, unleſs they will play alone. It happens very often, for example, that the eldeſt having aſked leave, the ſecond Player has three Matadors, five Trumps, in black, and all ſmall Cards: in this caſe he cannot play alone, and as he has no chance of being called, it is very diſagreeable to be obliged to paſs with a good Hand: in order therefore to correct this inequality in the Game, each Player by this method has an opportunity of availing himſelf of the Goodneſs of his Game; by adding to the common method of playing Quadrille, that of the Mediateur, and the Favourite Suit, which has rendered the Game abundantly more diverting and intereſting.

Of

Of the Manner of drawing for the Places, at the MEDIATEUR.

You take four Cards; a King, a Queen, a Knave, and an Ace, of which each Player draws one; and commonly he who comes in laſt, draws firſt: he who draws the King, places himſelf where he pleaſes, the Queen ſits at his right hand, the Knave next the Queen, and the Ace on the left of the King, for to give him the Hand. He who has the King draws the favourite Suit.

The Rules of the GAME.

This new manner of playing the Game, differs in nothing from the common one; there are the ſame number of Players, and the ſame number of Cards.

To know the favourite Suit; before the Party is begun, there is a Card drawn from the Pack at a venture, and that Card determines the Suit: for example, if a Heart is drawn, Hearts are the Favourite Suit, and remain ſo during the whole Party, and ſo of the reſt.

The *Mediateur* is a King, which one of the Players demands of the others, when having a Hand by which he expects to make five Tricks; he can with the aſſiſtance of the King, play alone, and make ſix Tricks; he who ſtands the Game, gives to him from whom he received the King, ſuch Card of his Game, as he thinks proper, and a Fiſh, or, if it is in the favourite Suit, two Fiſh. The advantage of him who aſks, by calling in the Favourite Suit, is to have the preference to him who aſks by calling in any other Suit.

He who aſks with the Mediateur has the preference to him who aſks by calling in the favourite Suit; in which caſe he is obliged, by playing alone, to make ſix Tricks to win.

He who aſks with the Mediateur in the favourite Suit, has the preference to him who aſks with the Mediateur in any other Suit, and in that caſe is obliged to play alone, and to make ſix Tricks.

He who plays Sans Prendre in any other Suit than the Favourite, has the preference to him who aſks only, or with the Mediateur, or even he who would play in the Favourite Suit with the Mediateur. Laſtly, the Sans Prendre in the Favourite Suit has the preference to all other Players; for he who aſks only, or with the Mediateur, or the Favourite with the Mediateur, or would play Sans Prendre in any other Suit, is obliged to give place to him who plays Sans Prendre in the Favourite Suit.

With regard to the manner of playing Quadrille with the Mediateur and the favourite Suit, it is the ſame as common Quadrille, as well when you aſk by calling a King, either in the favourite Suit or in another Suit, or that you play Sans Prendre in the Favourite or another Suit: the only difference is, that when one of the Players demands the Mediateur, in that caſe he is obliged to play alone, and to make ſix Tricks, as if he had played Sans Prendre. Thoſe who are verſed in the play of the Game of Quadrille will readily determine, by the ſtrength of their Game, whether they are able, with the aid of the King they aſk, to play alone.

The Method of Playing.

If the Ombre aſks a Mediateur when in Cheville, you ſhould play in the Suit of his King, *called Mediateur*, becauſe it is to be ſuppoſed that he has ſeveral Cards in the Suit of his King, which by that means may be trumped.

You muſt obſerve too not to play in the Suit of the King, when the Ombre is laſt Player, becauſe, by ſo doing, he would have the advantage of his Game; for when you ſhould trump his King he will play a ſmall Card only, and not being trump'd, he will make ſeveral Tricks in the Suit of his King.

Of the Manner of marking the Game, and paying it, with the Mediateur and Favourite Suit.

The Game is marked by him who deals, by placing two Fiſh before him.

Thoſe who win a common Game in another Suit than the Favourite, receive ſix Counters from each, and they each draw one of the Fiſh which mark the Game: If they loſe by remiſe, they pay to each Player four Counters for the Conſolation; and if it is by Codill, they pay each Player ſix Counters.

They who win in the Favourite Suit receive twelve Counters each; if they loſe by Remiſe they pay eight, and if by Codill, twelve Counters. He who wins by playing with the Mediateur, is to receive ſixteen Counters from each Player; if he loſes by Remiſe he pays fourteen to each Player, and ſixteen if by Codill.

He who wins by playing in the Favourite Suit with the Mediateur, receives thirty-two Counters from each: if he loſes by Remiſe, he pays twenty-

eight; and if by Codill, thirty-two Counters to each Player.

He who wins a Sans Prendre in another Suit than the Favourite, receives twenty-ſix Counters from each; if he loſes by Remiſe, he pays to each twenty-four, and if by Codill, twenty-ſix Counters. He who wins a Sans Prendre in the Favourite Suit, receives fifty-two Counters from each, and if he loſes by Remiſe, pays forty-eight to each, and if by Codill, fifty-two Counters.

The Manner of paying the Voles.

For the Vole with a common Game, two Fiſh; in the favourite Suit, four Fiſh.

For the Vole with the Mediateur, three Fiſh; and in the favourite Suit with the Mediateur, ſix Fiſh.

For the Vole and Sans Prendre, as a common Game, four Fiſh.

For the Vole and Sans Prendre, in the favourite Suit, eight Fiſh.

For every Matador two Counters are paid, and in the favourite Suit four: there are ſome Players who don't count the Matadors, but pay a Fiſh for them, whatever number they may be; and two when in the favourite Suit.

As in the former Edition it is not mentioned, whether the Vole can be declared with the Mediateur, we ſhall obſerve here, that if one of the Players ſhould demand a Mediateur, and another ſhould demand it, with declaring for the Vole, the latter ſhall have the preference, for a plain reaſon; as it is to be ſuppoſed, that he who declares for the Vole alſo, muſt be able to make nine Tricks by his Hand, or at leaſt eight with a Queen, to which

he

he aſks the King; and, as he riſks the loſs of the Vole, by demanding a King that may be trump'd, he, for that reaſon alone, ought to have the preference to the other Player. In like manner, he that undertakes the Vole, with the aſſiſtance of the Mediateur, takes place of him who would play Sans Prendre.

The following Table ſhews the amount of the Beaſts made by remiſe.

FIRST TABLE.

1 28	2 84	3 112	4 140
5 168	6 196	7 224	8 252
9 280	10 308	11 336	12 364
13 392	14 420	15 448	16 476

If the firſt Deal a Beaſt is made, it is drawn by Codill, obſerve the following TABLE:

SECOND TABLE.

1 28	2 56	3 84	4 112
5 140	6 168	7 196	8 224
9 252	10 280	11 308	12 336
13 364	14 392	15 420	16 448

With regard to difficulties that may ariſe in play, recourſe muſt be had to the laws of common Quadrille.

Manner of playing QUADRILLE, *with the* MEDIATEUR, *and without the* FAVOURITE SUIT.

This Game is marked and played the ſame as common Quadrille, except that a Fiſh extraordinary is given to him who plays the Mediateur; and to him who plays Sans Prendre: that is, he who wins the Mediateur, receives thirteen Counters from each; and if he loſes by Remi e, he pays twelve to each, and thirteen if by Codill. He who wins Sans Prendre, receives ſeventeen Counters from each; and if he loſes by Remiſe, he pays ſixteen to each, and if by Codill, ſeventeen.

The Vole with the Mediateur is paid as at common Quadrille; that is, he who makes it receives one Fiſh only: the Beaſts are alſo counted as at common Quadrille; and the laſt Game, which is called *Poulans*, you may double the Game.

Note. If you chuſe to play a higher Game, you may play the double Colour, which is called the *Turk*, and is paid the double of the Favourite Suit: and to this you may ſtill add the *Accolade*, to augment the Game, and that is, when the two Aces are to be found in the ſame Hand; and to him that has them, is paid whatever ſum the Player think proper to agree on.

Of SOLITAIRE QUADRILLE.

This Game, which is played at many houſes, is called Solitaire, becauſe you are obliged to play alone without calling.

If

If it happens that neither of the four Players has a Sans Prendre Game, or is ſtrong enough to demand a Mediateur, they are then obliged to paſs, for they cannot have recourſe to Spadill, as at common Quadrille; and the two Fiſh are left on the board, and he who deals next, puts down two more, and ſo on, till one of the Players has a Hand to play Sans Prendre, or with a Mediateur, &c. With regard to the Beaſts, they augment by twenty-eight Counters, above what is on the Board; and on the double *Poulans*, by fifty-ſix.

Of the MEDIATEUR SOLITAIRE, *by Three.*

This Game, which is played for want of a fourth perſon, is not the leſs entertaining; and is played in the following manner

I. You throw out ten Cards, which are nine Diamonds and the ſix of Hearts, and leave the King of Diamonds; by this means you can play in the four Suits, tho' there is one almoſt excluded: for example, one of the Players having the two black Aces, with the Kings, can play in Diamonds, he will conſequently have all the Matadors; which are to be paid him as at the Mediateur by four.

So again, he who can play by demanding a Mediateur, may aſk the King of Diamonds; as it is left in the pack, in order to make the Game as diverting as when played by Four.

II. This Game is marked as at the Mediateur; that is to ſay, he who deals puts down two Fiſh before him, and you do not play by calling, nor have recourſe to Spadill; for if you have not a Hand to demand a Mediateur, or play Sans Prendre, you muſt paſs; and then he who deals puts down two Fiſh before him, and you go on till one of the Three

plays: on which account, it is called Solitaire, ſeeing that you always play alone.

III. With regard to the manner of marking the Beaſts, you muſt obſerve the Tables before given for the common Mediateur by Four: the only difference is, that the Beaſt made by Remiſe is augmented by as many Counters as there have been Paſſes at the Game; whereas that made by Codill, is of no more Counters than at the common Mediateur by Four.

As by this method you play one Deal leſs every Tour, it is more eligible to play twelve Tours than ten, before the Repriſe or Party is finiſhed. For the reſt, you follow at this Game the Laws of the Mediateur by Four.

Another Method of playing the MEDIATEUR SOLITAIRE, *by Three.*

I. You lay out the four Threes, which are of no great value in the Game, by which you reduce the number to thirty-ſix Cards, inſtead of forty.

II. He who deals gives each Player twelve Cards, by Three and Three, or Four and Four, at the option of the Players; which make the thirty-ſix Cards.

III. He who ſtands the Game, in whatever Suit it is, is obliged to make ſeven Tricks alone, to win: you may alſo demand the Mediateur, when you can make ſix Tricks by your Hand, otherwiſe, you ſhould paſs. For the reſt, you follow the rules of the Mediateur Solitaire, by three, above-mentioned.

PIQUE MEDRILLE.

Or the MEDIATEUR SOLITAIRE, *by Two.*

This Game is played with the ſame Cards as the Mediateur by Four: the firſt King determines the Favourite,

Favourite. Twenty of the Cards are dealt by four and three, till each has ten; ſo that there remains a ſtock of twenty Cards. The eldeſt Player examines his Game, to ſee what he ſhall do; and he demands the Mediateur, the Sans Prendre, the Vole, or he paſſes: the younger replying as he finds it convenient for his Game; either by allowing or refuſing.

He who ſtands the Game has the advantage of taking in firſt, after having declared in what Suit he plays.

To demand a Mediateur, it is not neceſſary to have five ſure Tricks; it is ſufficient to have three or four good Cards, and by diſcarding the reſt, to take as many from the Stock, which may make your Game good.

To demand Sans Prendre, you ſhould be able to make ſix Tricks by your Hand, without diſcarding.

He who looks at the Cards that remains in the Stock, is beaſted.

He who deals, puts five Fiſh before him, for the Poul, one of which is drawn for the Game; the reſt are drawn by the Matadors; one for each of the three Matadors.

There is only one Fiſh put down for the Game each Deal, and four Counters, that is, two by each Player; ſo that the Beaſt is only fourteen, being always the half of the others. With regard to the Paſſes at this Game, they are the ſame as at the other Games of the Solitaire.

The Party here ſhould be twenty Tours; that is, forty Deals; of which you may make the tenth, and the twentieth double; or, if you pleaſe, the two laſt Tours.

THE

THE

GAME

OF

OMBRE,

BY THREE.

IT would be to little purpoſe, to employ any time in enquiring into the etymology of the Game of OMBRE; it may ſuffice to ſay, that it is of Spaniſh origin, and partakes of the phlegm of that nation; and that it requires a cloſe application; for however ready and expert the Player may be, if he ſuffers his attention to be at all diverted by the talk of the by-ſtanders, or any other matter, he will be ſubject to commit frequent errors: therefore ſilence and tranquility are here abſolutely neceſſary; and the looker on ſhould be content with ſeeing the Game played, without indulging in the pleaſure of hearing himſelf talk, when he knows it muſt diſtract the Players.

What

What is here ſaid, is not meant to countenance the opinion of thoſe, who ſay that it is a ſtudy which requires more pains than it affords pleaſure; far otherwiſe; for it is without exception, the Game of the greateſt variety and entertainment of any upon the Cards; eſpecially to thoſe who enjoy what is called the ſpirit of Play.

There is, properly ſpeaking, only one manner of playing Ombre; which is, by three perſons, tho' cuſtom has given the name to a method of playing it by two, which has nothing of the pleaſure and perfection of the Game by three: however, we ſhall juſt mention it at the end of this treatiſe.

We ſhall here follow the method laid down in the former treatiſe of this Game, which is ſimple, and eaſy; only adding what is there omitted, and correcting ſuch faults, as may have paſſed unnoticed; and although in treating of Quadrille, we have ſufficiently explained the value of the Cards, whether Trumps or not, it will not, however, be improper here to repeat it in a few words, as ſome perſons may not chuſe the trouble of having recourſe to that treatiſe.

Of the Number of the CARDS.

The number of the Cards is forty; which are to be bought ready prepared: or you may take a common Pack of fifty-two Cards. and throw out the four Tens, Nines and Eights; which are the twelve Cards not here made uſe of; and there will remain the forty that compoſe the Game of Ombre.

Of the natural Order of the CARDS.

By the natural order is to be underſtood, the order when they are not Trumps.

The-

The order of the black Cards, that is, of the Spades and Clubs, is the ſame as at other Games, viz. King, Queen, Knave, Seven, Six, Five, Four, Three and Two; you will obſerve, that the black Aces have no place in the natural order, becauſe, as you will ſee hereafter, they are always Trumps. The order of red Suits, the Diamonds and Hearts, is different; as thus, King, Queen, Knave, Ace, Two, Three, Four, Five, Six and Seven. But that you may ſee all this at one glance of the eye, we ſhall here place them in their natural order.

BLACK.

King, Queen, Knave, Seven, Six, Five, Four, Three, Two.

RED.

King, Queen, Knave, Ace, Two, Three, Four, Five, Six, Seven. You ſee that there are ten Cards in red, and only nine in black; becauſe, as was ſaid before, the two black Aces are always Trumps, and therefore have no place here.

Of the Order of the CARDS *when Trumps.*

The two black Aces are not only always Trumps, but are alſo the firſt and third Trumps, in whatever Suit you play. The Ace of Spades is called *Spadill*, and is always the firſt Trump, and the Ace of Clubs is called *Baſto*, and is always the third Trump; from whence it comes, that there are always twelve Trumps in red, and eleven only in black.

So that the firſt and third Trump you ſee are always fixed, and that Card which is the laſt in the natural order, is always the ſecond when Trumps, and is called *Manill*. Therefore when you play in

Spades

Spades or Clubs, it is the Two; or if in Hearts or Diamonds, it is the Seven: there are therefore four Manills, the two Duces in black, and the two Sevens in red; but they only enjoy that privilege when you play in thoſe particular Suits; for example, if you play in Spades, the two of Spades is Manill, and the three other are the laſt Cards in their reſpective Suits: and ſo of the others when they are Trumps. You have only further to obſerve, that with regard to red Aces, when you play in red, they change their places, for example, when you play Hearts, the Ace takes place of the King, and is then the fourth Trump; and ſo of the Ace of Diamonds, when you play in that Suit; and they are then called *Ponto*: but you are to remember that this is only when you play in thoſe Suits; for otherwiſe, they keep the order beforementioned. For your greater eaſe, obſerve the following lines, where the Trumps are placed in their proper rank.

BLACK.

Spadill, Manill, Baſto, King, Queen, Knave, Seven, Six, Five, Four, Three.

RED.

Spadill, Manill, Baſto, Punto, King, Queen, Knave, Two, Three, Four, Five, Six.

So that you ſee there are only eleven Trumps in black, and twelve in red.

Of the Manner of making the TRUMP.

The Trump is not made at Ombre, as at Imperial, or the Beaſt, by turning up a Card, for there is no Card turned here; but when the Cards are dealt, in the manner we ſhall preſently deſcribe; each Player examines his Game, and ſpeaks in his turn.

Suppoſe

Suppoſe you are eldeſt Hand, and that you have, for example, Spadill, the two of Spades, Baſto, the ſeven of Spades and the three, with four other Cards of different Suits; conſult the order of the Cards when Trumps, and you will ſee that you have three Matadors, the Seven and the Three; which is a very good Game: You then aſk if they play, and ſuppoſing that neither of them has a good Game, they will ſay no: you then ſay, I play in Spades; and make your Diſcard, as we ſhall deſcribe hereafter; and in this manner the Trump is made. What is here ſaid of the eldeſt, is to be underſtood of the two others, when the elder Hands not having good Games, ſay, paſs.

The Trump therefore is made by him who undertakes the Game, by naming the Suit in which he plays.

But he muſt take due care to name it, before he ſees or turns his Rentree, (that is, the Cards he takes in) for if he does not, he is obliged to play in ſuch Suit as the other Players ſhall name, and if they ſhould name two different Suits, he muſt play in that which is named firſt; or if they are both named at the ſame time, in that which is named by the Player on his right hand; and in that caſe, the Ombre has a right to take in ſuch Cards of his Diſcard, as are of the Suit named, provided he has not joined his Rentree to his Hand, for then he cannot alter his Diſcard.

The Suit muſt be expreſsly named, for it is not ſufficient, if he who plays in Clubs, for example, ſhows that he diſcards three Cards, which are a Heart, a Spade, and a Diamond; and ſays, you ſee plainly in what Suit I play; for, a Player may ſometimes diſcard Trumps. Nor is it permitted to

ſay,

ſay, I play in love, in war, or in indifference; for Clubs, Spades or Diamonds; in a word, the Trump muſt be preciſely named, for no equivocation or alluſion is to be allowed of.

If the Ombre, after having ſeen his Rentree, re-collects that he has not named the Trump, and names it before either of the others, he incurs no penalty, and the Trump is rightly named.

If the Ombre names one Suit for another he is to play in that Suit he named firſt; as when having a Hand in Spades, he ſays, I play in Hearts, I mean in Spades, he is obliged to play in Hearts, but in that caſe, he is allowed to make a freſh Diſcard, if he has not joined his Rentree to his hand. He who playing Sans Prendre, names one Suit for another, is obliged to play in the Suit he named.

Of the MATADORS, *and their Privileges.*

There are properly only three Matadors, Spadill, Manill, and Baſto; which are the three firſt Trumps of the Suit in which you play.

Spadill is always the Ace of Spades; Manill is the Duce in black, and the ſeven in red; and Baſto is the Ace of Clubs.

The privilege of a Matador is, not to be forced by an inferior Trump; an example will make this plain: ſuppoſe you have Baſto only, that is, without any other Trump, and the eldeſt Hand leads the King of Trumps, you are not obliged to put on your Baſto, but may play any other Card you think proper: I ſay, not by an inferior Trump, becauſe the ſuperior forces the inferior; for in the above example, if the eldeſt Hand had led Spadill or Manill, which are ſuperior to Baſto, you would then have been obliged to play him.

Obſerve,

Obſerve, however, that it muſt be the firſt Player, that leads the ſuperior Matador, to force the inferior; for if, for example, you are the youngeſt Player, and have Baſto only, and the eldeſt ſhould lead the King, and the ſecond ſhould put on Spadill, you are then not obliged to play your Baſto, Spadill not being led by the firſt Player; and by the firſt you are to obſerve, is meant not the eldeſt Hand, but he who plays firſt after having won the laſt Trick.

Another privilege of the Matadors is, to be paid a Counter for them, when you play ſingle, or two Counters when you play double; as we ſhall explain more at large hereafter: but to be paid they muſt be all three in the Hand of him who ſtands the Game; otherwiſe they are not paid at all.

Formerly the Ombre paid them, when he was beaſted, and they were all in the Hand of one of the other Players, but that is no longer practiſed. If the Ombre wins with the three Matadors, he is paid, if he loſes, he pays the others. This privilege is extended to all the other Trumps, which immediately follow the Matadors without interruption, and which then aſſume the name of Matadors: ſo he that has the firſt four Trumps is paid four Matadors; if he has the five firſt, five; and ſo of the reſt, down to the nine; but as we have ſaid, to be paid, they muſt be all in Sequence.

Of the Manner of diſpoſing the GAME.

You are firſt to diſtribute twenty Counters, and nine Fiſh, to each Player; and remember that each Fiſh is worth twenty Counters, and is called a *Cent*.

You will then agree on the value of the Fiſh whither it ſhall be five, ten, twenty or thirty pence,

more

more or lefs; and this is called playing five, ten, or thirty pence the *Cent*.

You are next to draw for the places, which is done by putting at the three places where the Counters are put, three Cards of different Suits; the three Players then each drawing a Card from the Stock, takes refpectively the place of the Suit he draws. Formerly much troublefome ceremony was ufed in drawing the Cards, each Player refufing the honour of drawing firft; but at prefent the rule is, that he who comes laft into the room draws firft; and tho' fome perfons, fond of ceremony, may ftill ufe compliments, the moment the rule is mentioned, every body fubmits to it.

The Players having drawn and taken their places, they are then to fee who deals; in order to which, a Card is turned up on the middle of the table, and the Cards turned up, are then dealt round, and he that has the higheft of the Suit, that is on the middle of the table deals.

There is fo little difadvantage in dealing the firft time, that it is ufual for gentlemen to compliment ladies with the firft Deal; but when there are two ladies to one gentleman, the ladies ferve the man.

Of the Manner of Dealing the CARDS.

We have faid before, that each Player is to have nine Fifh and twenty Counters, before the Cards are dealt; the Game is marked by each Player's putting three Counters before him; and two every time they pafs; and this is called playing by Three and Two.

Formerly they placed only two Counters before them, and one when they paffed,-but that is not now the practice; however, there are fome who ftill only

only put one Counter at each Paſs, and this is called playing by Three and one.

Each Counter that marks the Game ſtands for three, and that ſhortens the trouble of marking, and makes it more eaſy to ſee that all is right marked.

The Game being marked, he who is to deal ſhuffles the Cards, and the Player on his left hand cuts them; he then deals them by threes, till each Player has nine, which is the number he is to have.

It is not permitted to deal the Cards otherwiſe than by threes, and if they are dealt in any other manner, whether by miſtake or not, the Deal is void, and muſt be redealt.

If all the Players paſs, each puts down two Counters before him, and that as often as they paſs.

Laſtly, If the eldeſt finds that he has a good Game, he aſks if others play Sans Prendre, and ſuppoſing they have no Game, they ſay no.

He then makes his Diſcard, by laying out three, four, five, or ſix Cards, as his Game is; and taking the Stock which is at the right hand of him who deals, he puts in its place, the Cards he has laid out, names the Suit in which he plays, and takes from the Stock as many Cards as he has diſcarded, and places the remainder of the Stock on the middle of the table: the ſecond Player then takes in like manner as many Cards from the Stock, as he thinks proper to diſcard; and laſtly, the youngeſt Player, if there remains any part of the Stock, takes them all, or as many of them as he thinks proper, after he having diſcarded an equal number. If he leaves any of the Stock, he muſt, after ſeeing them if he chuſes it, and ſhowing them to the other Players, put them with his Diſcard, with the

reſt

reſt of the Cards, on the right hand of the Dealer; by which means you are never at a loſs to know who is to play; for it is always he who has the Diſcard on his left hand, for the firſt round.

If in dealing the Cards there are one or two turned, the Deal is continued on, unleſs it is a black Ace, for then there muſt be a new Deal; except the Dealer ſhould turn a Card in dealing, for it is then at the option of him to whom that Card belongs, either to take it or not; if there are more than two Cards turn'd, there muſt be a freſh Deal.

If it is perceived in Dealing, or in putting the Cards on the board, that there is a Card faced in the Stock, whatever Card it is, there muſt be a new Deal.

But when one of the Players ſays, I play Sans Prendre, or take in; and the others have paſſed; if there ſhould be one or two Cards turned in the Stock, even if a Matador, the Deal muſt ſtand good; but if there are more turned, it is void; becauſe it would diſcover too much of the Game.

If the dealer by accident turns a Card in dealing, except it is a black Ace, the Deal ſtands good, and he is not beaſted.

He who gives more than ten Cards to either of the Players, renders the Deal void, and muſt deal again.

He who gives ten Cards to one or more Players, is excluded from ſtanding the Game that Deal, whether he has given them to himſelf or to another: with regard to the two others, they may play, firſt giving notice that they have ten Cards, in which caſe they are to diſcard one more than they take from the ſtock; for if after diſcarding,

ing, they have ten Cards, they are beaſted; and ſo are they alſo, who aſk the others, if they play, before they have declared that they have ten Cards.

With regard to thoſe who paſs with ten Cards, it is play'd differently; in moſt houſes they are not beaſted for ſo doing, and in others they are.

The latter of theſe rules ſeems however too ſevere, for it frequently happens that a Player is confounded by a bad Game; for ſeeing nothing but Threes and Fours in his Hand, he has no heart to examine his Game, and therefore ought not to be beaſted for not having counted his Cards; we are therefore of opinion, that the Player ſhould not be beaſted for ten Cards, unleſs he has diſcarded, or aſked leave to play, in which caſe he ought to have examined his Game, and conſequently to have declared it.

Formerly, ſo much preciſion was obſerved in this point, that if a Player ſaid, paſs, I have ten Cards, he was beaſted; at preſent that Spaniſh ſeverity is excluded, and the former more generous manner eſtabliſhed.

If he who has ten Cards dealt him, plays Sans Prendre, he muſt ſhuffle his Cards, and one of the other players muſt draw one from his Hand, and put it to the Diſcard; but after the Card is drawn, he is obliged to play Sans Prendre.

What is here ſaid of ten Cards holds equally good for eight, as the penalty is the ſame, for too few as too many; ſo that he who only deals eight Cards, is beaſted, and cannot ſtand the Game that Deal, as if he had given ten: and if either of the three Players, after having diſcarded, has only eight Cards, he is beaſted equally as if he had ten; and plays with his eight Cards only.

If

If he who has eight Cards, plays Sans Prendre, he muſt make the full number of Tricks to win; if he plays by taking in, he takes in one more than he lays out.

If the Dealer, whether by miſtake or otherwiſe, ſhould after he has dealt, turn one or more of the Stock, he is beaſted, and cannot ſtand the Game; nor can he prevent the other two from playing.

If one of the Players in putting down the Stock, on the table, or otherwiſe, ſhould turn one or more Cards of it, the Deal ſhall be play'd, and he is beaſted.

If there are too many or too few Cards in the Pack, or if there are double Cards, or any that don't belong to the Game of Ombre, the Deal is void.

But if there is no more than one Card too many in Hand, or in the Stock, and it is not perceived before one of the Players has ſaid, I play Sans Prendre, or has taken in; the Deal is good; provided that one or both of the Cards that are double are in the Diſcard, for if they are both in the Player's twenty-ſeven Cards, the Deal is void, and muſt be re-dealt.

The Deal is likewiſe good, if there is no more than one Card too few in the Stock and the Game and it is not perceived, till after the Ombre has ſaid, I play Sans Prendre, or otherwiſe.

If there are too or three Cards too many or too few in the Pack, there muſt be a new Deal.

If a Player deals out of his turn, and has dealt the twenty-ſeven Cards, and placed the Stock on the table, he cannot recall it; and the parts continued on as if it had been his turn to deal it if he recollects himſelf before he has finiſhed the Deal,

Deal, the Cards are to be dealt over again, by him whoſe turn it was to deal.

Whenever the deal is void, and redealt, he who dealt before, deals again.

Of the Manner of playing SANS PRENDRE.

To play Sans Prendre, is to play without diſcarding; to do which, you ſhould have a hand ſufficient to make five Tricks.

The advantage of playing Sans Prendre, was formerly to receive ſix Counters from each of the Players; but at preſent, the Sans Prendre and the Matadors, are almoſt every where, paid double; but on this you agree, when you begin the party: ſo that the Player receives twelve Counters for his Sans Prendre, and two Counters for each Matador, if you play double, and the half of that, if you play ſingle.

But you are to remember to demand them, before the Cards are cut; for after that, they are not to be paid. But it is different with regard to the laſt, for that may be claimed ſeveral deals after.

If it is the eldeſt Hand that plays Sans Prendre, he names his Suit, and the others make their Diſcard, as we have ſaid before, and ſhall explain more fully hereafter; and if he has a ſure Game, as for example, five Matadors, he may ſay, I play Sans Prendre, and ſhow down his Game, without being obliged to name his Suit.

He who plays Sans Prendre makes five Tricks, or one more than he of the other two Players, who makes the moſt: he is paid what is mark'd on the Game beſides the Sans Prendre; if he loſes: he pays the Sans Prendre to the two others, in ſuch manner as ſhall be agreed on.

If

If the eldeſt Hand aſks whether they play Sans Prendre, and one of the others ſays, yes; the eldeſt has the preference of playing Sans Prendre. If he has not a Game to play Sans Prendre, the others are obliged to play it: he therefore names his Suit, and is paid the Sans Prendre if he wins, if not he pays it, as we have juſt now ſaid; and this is called forced Sans Prendre.

If either of the Players, except the youngeſt, not having aſked to play Sans Prendre, names his Suit without aſking, if the others play, he is obliged to play Sans Prendre. But if that happens after he has made his Diſcard, and taken the ſtock, thinking himſelf to be the youngeſt Hand, he ſhall not be obliged to play Sans Prendre; but the elder Hand does not thereby loſe his right of ſpeaking firſt, and of aſking him if he plays Sans Prendre.

Of the Manner of DISCARDING.

When the Ombre plays Sans Prendre, there is no difficulty in Diſcarding; the firſt may take eight or even nine Cards, but it is not the judgment of the Game ſo to do; for he ought to leave at leaſt five for him who is to diſcard after, in order that the Trumps may not be divided.

When the Ombre does not play Sans Prendre, the Player who diſcards after him ought never to *go deep*, unleſs he has a Matador, or ſome ſtrong Trumps with Kings: by going deep is meant, not to leave five Cards for he who is to diſcard after you; which may ruin the Game by dividing the Trumps, as by that means, the Ombre frequently wins the Game.

It is therefore the judgment for him who diſcards after the Ombre, to ſee, whether with the Trumps, that he may reaſonably expect to get with the five or ſix Cards that he takes in, he can make three or four Tricks; if not, he ought to leave five Cards for him who is to diſcard laſt: it is true, that the four Tricks need not be ſo ſure as if he was Ombre, becauſe of the third Player's aſſiſting, by making Gano of his Kings, and forcing the Ombre's Trumps.

If the Ombre does not play Sans Prendre, he diſcards firſt, and he who is on his right hand next: if he does play Sans Prendre, he who is on his right hand diſcards firſt. You ſee, therefore, that no regard is had to the eldeſt or youngeſt Hand in the Diſcard, but that it is always made in order, from the right of him who ſtands the Game.

The Ombre ſhould obſerve well, the manner of the others diſcarding, and mind which of them goes deep; for he ſhould endeavour to give two Tricks to the other Player, if he has not a Game ſufficiently ſtrong to win without it: for if he can make four Tricks, and give two of the reſt, to one of the other players, it is ſufficient to win the Game.

If there are Cards of the Stock not taken in, the youngeſt Hand may ſee them, in which caſe the other two may ſee them alſo, but if he does not ſee them and either of the other Players looks at them, he is beaſted.

If either of the players in diſcarding ſhould take in too many Cards, he is not beaſted, if he has not ſeen them, but is admitted to replace what he has too many on the Stock; if they are mixed with his Hand, they are to be drawn from it promiſcuouſly,

and

and placed on the Stock; provided he who does diſcard next has not taken in, for then they are to be mixed with the Diſcards, and he is beaſted.

If he takes too few, it is almoſt the ſame thing: if the next Player has not taken in, he takes what he is ſhort; if the other has taken in, he draws at venture from the Diſcards.

He who takes from the Game of another, inſtead of the Stock, may place them on the Game from whence he took them, provided he has not ſeen them, and afterwards take from the Stock; but if he has ſeen them, he muſt in like manner place them again from whence he took them, and is beaſted, together with him from whoſe Game he took them, each paying one half of the Beaſt; the one paying for his want of attention, and the other for his neglect, in not having his Cards always in his hand, as he ought to have during the time of playing.

The above law is the more neceſſary, as it prevents two different abuſes; the one committed by him, who in order to inſnare the other, places his Hand where the Stock ſhould be, and the other by him, who pretending to take from the Stock, endeavours to avail himſelf of another's Game. The ſame law is obſerved for the ſame reaſons, when one of the Players inſtead of turning another's Tricks, in order to count the Cards play'd, turns his Game, which he may by chance have laid before him.

If the laſt Player does not take in all the Cards left, he muſt not take up thoſe he leaves with thoſe he takes, but place them apart, before he ſees or joins thoſe he takes to his Hand; otherwiſe, he is beaſted: afterwards he may ſee them or not as he

pleaſes, and then place them to the Diſcard; and as we have ſaid before, if he ſees them, the others may alſo; but not elſe, without being beaſted: but after the Deal is begun playing, neither of the players can ſee them, without being beaſted.

If one, or even two of the Players, thinking that all have paſs'd, place their Cards on the Stock, or ſhould mix them, and if he who has not paſs'd, chooſes to play, they muſt take up their Cards again, if they can be diſtinguiſhed, if not, each of them takes nine of thoſe Cards, according to their rank, without ſeeing any of them, and then diſcards, and plays as if no ſuch thing had happened; but this is only to be done at the deſire of the other player; for, if he chooſes it, there muſt be a new Deal, as the other players have done it deſignedly, in order to prevent him from playing; if the Cards ſhould even be turned up, the ſame method is to be obſerved, after they have been ſhuffled; and beſides that, he who turns them up, is to be beaſted.

Of the Manner of playing the CARDS.

The Diſcards being made, the eldeſt Hand plays firſt, and after every Trick, as at other Games, he who wins it, plays again.

I. You are to obſerve, if you have none of the Suit led, you are not obliged to trump, if it is not convenient for your Game.

II. Whether trumps or any other Suit is led, you are not obliged to put it up; for if you play in the Suit led, that is ſufficient.

III. When one of thoſe who defend the Poul, demands

mands Gano of his aſſociate, he ſhould give it him if he can, unleſs he is ſo weak, that if he does not take it, he has no proſpect of making his Hand; or unleſs he ſhould have a Hand to make three or four Tricks, to replace it.

To make Gano, is to paſs a Card he plays, to him who aſks Gano, that you could have won; for example, one of thoſe who defend the Poul, plays the Queen of Spades, and demands Gano of the King; his friend therefore does not play the King, if he has a ſmall one, otherwiſe he muſt play it, or be beaſted.

IV. When one of thoſe who defend the Poul, raps on the board in playing his Card, it is a token to his friend, to play a ſtrong Trump to force the Ombre.

He who ſhows his Hand, or his Rentrèe, is beaſted.

If any one quits and ſhows his Hand, before the Deal is decided, he is likewiſe beaſted; and muſt take up his Cards, and play the Deal out, if a third Player deſires it, and may win Codill; for the third Player is not to ſuffer an injury, nor the Ombre, when it is not he that quits: ſo that it is always neceſſary to keep up your Cards till the Deal is decided.

If the Ombre quits and ſhows his Game, abandoning Codill to him that can make it; he is twice beaſted; once for having ſhow'd his Game, and the ſecond time, for having quitted it: and the two other Players divide between them, what is upon the Game; but if one of them goes for the Vole, and loſes it, he is beaſted alſo: and the third Player draws it, if he wins it; but if the Ombre ſhould get it, he ſhall nevertheleſs make two Beaſts, and the ſtake reſts on the board.

As the Game of Ombre comes from Spain, and as that is practiſed every where, it may alſo be practiſed in France; beſides that it renders the Game more animated and entertaining.

Formerly, when any one played out of his turn, he was beaſted; at preſent, he is not; unleſs it is ſo agreed.

It was likewiſe formerly the practice, that when you had drawn a Card from your Game, and the Ombre had ſeen it, he called it, and you was obliged to play it, if it could be done without a Renounce; at preſent, you are not obliged to play it, till it is down on the board; however, if a Player ſhould deſignedly ſhow a Card, which not being play'd, might prejudice the Ombre, or make him loſe the Game, he ought to be obliged to play it, if he can do it without renouncing, and if he cannot, he ſhould be beaſted, for having ſhewn his Card with a bad deſign.

As it is of importance to know the number of Trumps play'd, he who is to play, is allowed to look at the Tricks of the other Players, as often, and as long as he pleaſes; and it is the ſame whether there are any Trumps play'd or not.

It is not permitted for the Ombre to ſay, I give it up, for if he does, he is beaſted; and the ſame method is obſerved here, as in the preceding caſe, except that he makes only one Beaſt, not having ſhown his Cards.

It likewiſe is not permitted, for either of the Players, during the time of playing, to ſay, when he is not aſked, Have you the King? I trump ſuch a Suit: ſuch a Suit has paſs'd: play ſuch a Card: the Ombre has taken ſo many: he has got ſo many Tricks: I have ſo many: he has won Codill:

dill: play your beſt Card: you ſhould have play'd ſuch a Card: that is very bad play: you have done very well: or other like diſcourſe which may diſcover the Game, or prejudice any of the Players; if you want to know any thing, you muſt examine the Tricks, but nothing more; for the Game of Ombre is no longer agreeable, when talking is allow'd, and leaſt of all when it is *mal-a-propos*; and they who do it, muſt be deemed indiſcreet or deſigning people, ignorant of the nature of play and of life, to ſay no worſe; and ſuch Players deſerve to be beaſted, if what they ſay can be of prejudice to any of the Players; altho' by the courteſy of play, it is not done.

If he who has a King, plays by deſign, or otherwiſe, a Card of the ſuit of the King, and ſays, I have not the King, Gano of the King, or to your King, he is beaſted; for it is a manifeſt trick and falſity, which ought to be puniſhed wherever it is found.

If the Pack is falſe, the Deal is void, if it is perceiv'd in play, but if not till after all the Cards are play'd; or that there is only one Card in each of the Players Hands, or when he that ſtands the Game has had five Tricks, and thrown down his Cards; the Deal then ſtands good.

Of the BEAST *and the* RENOUNCE.

The Beaſt is made every time that he who ſtands the Game does not win; to do which, he muſt make five Tricks; unleſs one of the other Players ſhould make three Tricks, and the third Player two, for then if the Ombre makes four Tricks only, it is ſufficient.

The Beaſt is likewiſe made, when any one plays with more or leſs than nine Cards.

It is alſo made, when there is a Renounce: but to make a Renounce, it is not ſufficient that the Card be down on the board; or that he who wins the Trick, has play'd a Card for the next; but the Trick muſt be turn'd, otherwiſe he may take his Card up again, and play in the right ſuit; unleſs he has himſelf play'd again for the next Trick, for then he cannot recall it, unleſs it ſhould prejudice the Game, for then he muſt take it up again; but is beaſted nevertheleſs: but if all the Cards are played, the Beaſt is made, and the Cards cannot be taken up again.

He who renounces ſeveral times in the ſame Deal, after the Tricks are turned, makes only one Beaſt, if it is not perceived till after the Renounces are made; but if after being detected in one, he makes a ſecond, he is twice beaſted; and ſo of the third and fourth: and in both caſes, he is obliged to take up the Cards he has play'd wrong, and play the Game as it ought to be: but if even the laſt Trick is play'd, when there are ſeveral Renounces in the ſame Deal, and the Cards are not mixed, that does not prevent him who ſtands the Game and loſes it, from being beaſted.

All the Beaſts made the ſame Deal, whether by Renounce, by having too many or too few Cards, or otherwiſe, go together the following Deal, unleſs it ſhould be agreed to put them ſeparate; and it is not at the option of him who makes them, but of the majority of the Players, to place them together or not.

If one of the Players that defend the Poul, by want of attention, ſhould forget in what Suit they play,

play, and ſhould aſk the other, who (by miſtake or otherwiſe,) ſhould ſay Spades inſtead of Clubs; he who trumps with a Spade does not Renounce, if he has none of the Suit led, as he is allowed to paſs it; but he cannot take up his Card again, nor is he beaſted.

He who ſtands the Game and loſes it, and is beſides beaſted for a Renounce; has his choice, to place thoſe two Beaſts together or ſeparate.

When there are ſeveral Beaſts, after the firſt is drawn, the higheſt goes next, and ſo of the others.

Obſerve that every Beaſt that is made, on whatever occaſion, is always of the value of what the Ombre takes up if he wins; therefore, the prudent Player, in order to avoid ſo great an inconvenience, will make it an invariable rule, to tell his Cards when he takes in, before he ſees them, that he may be ſure he has not more or leſs than nine Cards.

Obſerve too, that the Tricks may be divided in different manners, according to which you win, or are beaſted.

There are only two ways of winning, which we have already deſcribed; we ſhall now ſhew the different ways of making the Beaſt.

When each Player makes three Tricks, the Ombre is beaſted; and this is called a Remiſe by three.

When the Ombre makes four, and one of the others four alſo, the Ombre is beaſted; and this is called a ſimple Remiſe.

When the Ombre makes four Tricks, and one of the others five; or when he makes three, and one of the others four, and the third Player two, the Ombre is beaſted; and he that makes the moſt Tricks wins; and this is called winning Codille; of which we ſhall here make a ſeparate article.

Of CODILL.

The Codill at the Game of Ombre, is, when not being Ombre you win five Tricks, or four only if the other five are ſo divided, that one of the Pla ers has two and the other three.

He who undertakes Codill, ſhould play with honour, and not demand Gano, when he can make four Tricks without it; but as there is no penalty for ſo doing, there are ſome perſons who are not over ſcrupulous on that head; and all that can be done in this caſe is, to be on your guard againſt ſuch Players, for the remainder of the party, and not to play with them for the future.

There are many Players who demand Gano, without any regard, and if they win Codill, he is not blamed who aſked it, when he could make it a loſt Game, without making Gano; for it is better that Codill is made, than the Ombre ſhould win.

He who wins Codill draws what the Ombre would have drawn if he had won.

If the Ombre demands Gano to prevent Codill, he is beaſted; for that muſt not by any means be permitted.

There are ſome Players, who finding their Rentree not favourable, aſk leave to give up the Game, or be beaſted, in order to prevent Codill: but ſuch ſort of play is quite inconſiſtent with the ſpirit of Ombre, tho' there is no law on this head; however, it is not practiſed by thoſe who pique themſelves on polite behaviour.

It is therefore not permitted by any means whatever, to prevent Codill, but by good play, and by refuſing

refuſing Gano when it appears to be demanded improperly.

And you are to remember alſo, that it is better to riſk the giving of Codill, than to let the Ombre win.

When he that aſpires to Codill, demands Gano to a fourth Trick, and has another ſure one in his Hand, he ought not in honour to draw the Poul; it is the ſame if he aſks it to his third Trick, and has two other ſure Tricks in his Hand; tho' by the rigour of play he may do it.

He who is to play firſt, and is not the Ombre, and may have four ſure Tricks in his Hand, when he has a King or two, which may be paſs'd, and, who has beſides, a Queen of another Suit; he ought not, in honour, to begin by playing his Queen, neither by aſking Gano, nor by any other Card; nor by aſking the ſupport of the third Player, nor do any thing elſe, but play his King firſt, and demand Gano; and if it does not paſs, and he has two of them, to demand it for the other; and if that does not paſs, he may then aſk it for the Queen; for, if he begins by demanding it to his Queen, and it paſſes, and after that one of his Kings ſhould paſs likewiſe, tho' he did not then aſk Gano, he would have Codill ſure: and it is not permitted to demand the firſt Trick, when you may have four other ſure ones in your Hand; however, there is no preventing the Stake from being drawn in this caſe, nor in any of thoſe where Codill is won *mal-a-propos*; but when it ſo happens, the fair Player always refuſes to draw it, and the honour of thoſe who do not refuſe it, deſerves to be ſuſpected.

However,

However, it is better, as was ſaid before, to ſuffer Codill to be made, than let the Ombre win, when there is no alternative, or when the caſe is dubious; becauſe there will always remain a Beaſt on the board: and in this caſe, he who wins it may draw it without ſcruple.

It is to be obſerved likewiſe, that when Gano is demanded improperly, and the Card paſſes, and it could not be prevented, Codill may be ſtill juſtly won; the honour of play not requiring it to be remitted, but when Gano is granted, where it might have been refuſed, and Codill is won in conſequence thereof.

The Ombre is not at liberty to give Codill to whom he pleaſes, but is obliged to win when he can; and if by not doing it, he ſuffers him to win Codill, that would not otherwiſe have done it, he ought to pay what the other Player loſes.

Of the Manner of Marking the GAME.

It is to be remembered, that in marking the Game, every Counter ſtands for three. Remember alſo, that when the Players are marked differently, one more, another leſs, they paſs, and make the Beaſt, according to him who is marked the moſt.

This being premiſed, the marking of the Game is begun, by each Player's putting three Counters before him, in the following manner:

O O O

If neither of the Players having a Hand to play, they paſs; each Player then puts two more Counters before him, in this manner:

O O O O O

And

And ſo as often as they paſs, they add two Counters, on the ſame line with the others: unleſs when they play three and one, for then they place at firſt three, and one each time they paſs.

When the Poul is drawn, they begin again, by placing each three Counters before him; but when there are ſeveral Beaſts, after drawing the firſt, they only ſtake two Counters; and that as often as the Beaſts are drawn.

When Codill is won, though there are ſtill Beaſts remaining, each Player puts three Counters before him; which is only practiſed when Codill is won: and if there are others to be drawn after, that are not won by Codill, they only mark with two Counters: when they play three and one, they place three for the Codill, and one for the other Beaſts.

The Beaſt is marked by two Counters underneath; for example, every one ſtakes three Counters at firſt, if they paſs, they each place two Counters more, which make five Counters before each Player; which are the ſtakes, and are marked as follow:

O O O O O

If the Ombre loſes, the Beaſt will be forty-five Counters; for there are five before each Player, which make fifteen, as each Counter ſtands for three; now fifteen for each of the three Players, make forty-five; and the Beaſt is mark'd in the following manner:

O O O O O
O O

And

And ſo as often they paſs, they place to the lower row, two more Counters, as in the following figure:

O O O O O
O O O O

He who makes the ſecond Beaſt, is beaſted the whole, that is, one hundred and twenty-ſix Counters; for there are, firſt, five Counters before each for the beginning, which make forty-five, as we have juſt now explained; forty-five at firſt, and four Counters before each for the Paſſes; that is, three times twelve, make thirty-ſix; and thoſe added to the forty-five at the beginning, and forty-five for the firſt Beaſt, make one hundred and twenty ſix, which is the ſecond Beaſt, and is thus marked:

O O O O O
O O O O
O O O

He that makes the third Beaſt, is beaſted no more than the Counters that are under the ſecond Beaſt: and is marked by placing it ſtill lower; and ſo as often as there are Beaſts; but to avoid the difficulty of counting the Beaſts, which embaraſſes many Players, there are pieces of ivory marked with the number of the Beaſts, which thoſe who mark, place before them.

The following table will be of uſe to thoſe who have not ſuch marks, as it ſhows at one view, the value of the Beaſts that may be made.

TABLE

TABLE of the BEASTS.

1 27	2 71	3 90	4 108	5 126
6 144	7 172	8 180	9 198	10 216
11 234	12 252	13 270	14 288	15 306

This Table ſhows the value of the Beaſts, when the Ombre loſes by Remiſe; if in the interval of theſe Beaſts, there are Deals that are paſſed, you are to add for each Paſs, two Counters, which makes eighteen to be added to the value of the Beaſt marked in the table; for example, if on the Beaſt of 90, which we ſuppoſe to ariſe from the common Game of two Counters, there is a paſs; the Game is augmented by two Counters, which make 18, as before ſaid; ſo that the Beaſt on that Deal is 126, whereas if it had been a ſimple Deal, it would have been only 108, as in the table: and ſo for every two Counters extraordinary, there muſt be added eighteen.

But to give a clear idea of the manner of counting the Beaſt, in two words, it is ſufficient to ſay, that the Beaſt is to be nine times as much as is marked before one of the Players; to which number muſt be added, the Beaſt or Beaſts that go, if there are any that go that deal; and when the Game is drawn by Codill, as it is marked by three Counters, it is conſequently augmented by 27; and in that caſe, you have only to obſerve, the ſame method, of counting nine times the number of Counters, that are before one of the Players.

The

The ſame method is obſerved when you play three and one, that is, you multiply by nine, each Counter that is before one of the Players, adding the value of the Beaſts that go on the Game; the only difference that is between the two methods, is, that in the former caſe you mark by two Counters each Paſs, and in the latter by one only. What is here ſaid is abundantly ſufficient to ſhow the common manner of marking the Game; we will now ſhow the manner of marking it, *à la Bavaroiſe*.

Of the Manner of marking the GAME, *à la Bavaroiſe.*

Each Player takes commonly 300 Counters, the value of each Counter being ſettled by the Players: the Fiſh which in the former method were valued at twenty Counters, here go for ten only.

At the beginning of the Game, each Player puts three Counters before him, and every time they paſs, two more.

Three Counters are paid for the Conſolation; four for the Sans Prendre, and one for each Matador; two Fiſh are paid for the Vole; and there is only one Beaſt drawn, tho' there are ſeveral, if they are ſeparate: beſides the two Fiſh for the Vole, the Sans Prendre, the Matadors, if they take place, and the Conſolation, are paid as uſual.

And if a Player undertakes the Vole, and does not make it, he pays to each of the others, two Fiſh, and receives at the ſame time, the reſt of the Game, as if he had won a common Game. The firſt Beaſt is never more than 9, and the ſecond 24, the third 30, and ſo increaſing by ſixes; which make always the number of Counters that ſhould be on the Game, without augmentation or diminution.

Of

Of the VOLE.

The Vole is made when one of the Players wins all the Tricks.

The advantage of making the Vole is, to draw all the Beaſts that are on the Game, and when there are no Beaſts, or only one, he gains the double of what there are; for example, if there are five Counters before each Player, and one Beaſt of twenty-ſeven, the Poul is ſeventy-two; that is, forty-five for the Tours or Counters, and twenty-ſeven the Beaſt: the two other Players, therefore give him, beſides the Poul he draws, thirty-ſix Counters each. The ſame rule holds good, whether the number is more or leſs: if there are two Beaſts, he draws them, and has nothing more; but if there are ſeveral Beaſts that go together, becauſe they were made the ſame Deal, or becauſe he who made the laſt put them together, he is paid the double: the ſame as if there was but one.

As the Vole is not eaſily made, it ſhould not be attempted but with a fair proſpect, for when you have once undertaken it, you cannot draw back.

Now the Vole is undertaken, when the Ombre having made the firſt five Tricks, plays another Card in which caſe the other Players, may ſhow each other their Hands, and conſult on the beſt method of preventing the Vole.

You are to obſerve, that if the Ombre after taking his Rentree, looks at his Diſcard, he cannot make the Vole.

If he who undertakes the Vole, does not make it, the other two divide what there is on the Game; that is the Tours and the Beaſts: nevertheleſs, if the Ombre has played Sans Prendre, or has Matadors,

tadors, he is paid them, though he draws nothing for the Game. When the Contre is admitted at this Game, it muſt be previouſly agreed on.

If the eldeſt Hand will play, and demands of the others, if they play Sans Prendre, and the next Player ſays yes, and the third ſays, he will play Sans Prendre, and go for the Vole, he has the preference, if neither of the other Players will undertake the ſame: and when that is ſettled, the other two may ſhow their Cards, and Diſcard, and play in concert, in order to prevent the Vole.

It is the ſame, if the firſt or ſecond will play Sans Prendre, and the other will go for the Vole; if he does not make it, having undertaken it by the Contre, he is to receive nothing, tho' he wins the Game, and pays for having miſſed the Vole, what he would have received, if he had won it, and is beaſted what is on the Game.

Ombre being of the ſame nature, with the Game of the Beaſt, to which in France the Contre is admitted; it may for the ſame reaſon be admitted at Ombre; as it gives a greater latitude to the Game, tho' it cannot be ſuppoſed that ſuch ſort of Games ſhould often happen.

The Ombre cannot make the Devole, nor either of the others the Vole, tho' in fact, they ſhould do it; for the firſt can only be beaſted, and the other draws nothing, as when he wins Codill.

Of the Duration of the PLAY.

As this Game requires a cloſe attention, it is proper to ſet ſome bounds to it.

You

You agree therefore on the number of the Pouls that you intend to play, which are commonly twenty, thirty, or at the moſt forty.

As the Pouls are won, they ſet a Counter on one ſide, and theſe Counters ſerve to pay for the Cards, as well as mark the Game: but obſerve, that when Codill is won, there is no Poul mark'd.

When the number of the Pouls is finiſh'd, you may play the Tours, that is to ſay, three Deals for each one; or till the firſt Beaſt; but there is no obligation, unleſs it was ſo agreed, and there is no room for complaint, if a Player does not chooſe to do it.

He that quits the party before the number of Pouls or Games agreed on, are play'd, pays all the loſings on the Game; unleſs ſome unforeſeen accident, or other lawful cauſe, ſhould oblige him to it, in which caſe, in honour, he ought only to pay as far as the Game is gone; or to be allowed to finiſh the party another time; making a minute of the ſtate of the Game when quitted: but this is to be underſtood when you play with people of honour, for if a Player finds himſelf betwixt two ſharpers, the caſe is different.

Of the different Games that may be played.

Nothing embarraſſes the learner ſo much, as to know when to ſtand his Game, and when to paſs; in order to elucidate this point, we ſhall here collect the ſmalleſt Games that can be play'd; that the Player may know what he is to rely on.

It is the general rule, that to play, you ſhould have three ſure Tricks in Trumps; for the moſt

that

that you can expect in four or five Cards that you take in, is to make two Tricks; now that is the leaſt that you can have, for, as we have ſaid, you muſt almoſt always, have five Tricks to win; however, as you may endeavour to divide the Tricks, by giving one of your adverſaries two, and the other three, you may ſometimes play a bolder Game.

Here follows a detail of the ſmalleſt Games that can be reaſonably play'd; we ſhall begin with the black Suits, that is, the Spades and Clubs; obſerving in the firſt place, that you play in all Suits with the three Matadors; for which reaſon, they are not here put down.

Games which may be played in Black.

1. Manil, Baſto, King, Five. 2. Spadill, Baſto, King, Five. 3. Spadill, Manill, King, Four. 4. Spadill, Manill, Six, Seven. 5. Spadill, Baſto, Queen, Seven. 6. Manill, Baſto, Queen, Five. Six. 7. Spadill, King, Queen, Knave, Seven. 8. Manill, King, Queen, Knave, Seven. 9. Baſto, King, Queen, Knave. 10. Manill, Baſto, Seven, Six, Five, Four. 11. King, Queen, Knave, Seven, Six, Five. 12. Spadill, King, Queen, Four, Three.

There are an infinity of other Games, of which it is impoſſible to give a particular account.

Remark 1. That the Cards muſt be all of the ſame Suit, except the black Aces, which are always Trumps.

2 That the King of another Suit may hold the place of a Trump, except it be one of the principal ones.

3. When

3. When a King is charged, that is, when you have ſeveral Cards of the ſame Suit to lay out, you cannot put much dependance on it, as they are almoſt always trumped.

Games that may be played in Red.

1. Spadill, Manill, Ponto, Four. 2. Baſto, Manill, Ponto, Two. 3. Spadill, Baſto, Ponto, Three. 4. Spadill, Manill, King, Queen. 5. Spadill, Manill, Knave, Three, King. 6. Spadill, Baſto, King, Queen, Knave. 7. Baſto, Ponto, King, Queen, Knave. 8. Manill, Ponto, King, Queen, Knave, 9. Manill, Baſto, King, Queen, Three. 10. Manill, Baſto, Knave, Two, Three, Five. 11. Spadill, Baſto, King, Two.

Remark 1. That what we have ſaid of the Games to be played in Black, is to be underſtood in proportion of the Games in Red.

2. That as there are more Trumps in Red than in Black, you muſt have a better Hand to win.

3. That the above Games are the ſmalleſt that can be played, and that there are numberleſs other better Games, which it is needleſs here to mention.

4. That you ſhould have a better Game when you are in Cheville, that is, when you are betwixt the firſt and laſt Players; the reaſon, is, that they may make returns that are embaraſſing, and by which you are almoſt always over-trumped.

Having thus given the detail of the Games that may be played by diſcarding, let us now ſee, what Games may be played Sans Prendre.

Games

Games in Black, which may be played Sans Prendre.

1. Spadill, Manill, Baſto, King, Six, and a Renounce: which makes four Matadors, with five Trumps and a Renounce. 2. Spadill, Manill, King, Knave, King, King, and Renounce, a Renounce, 3. Spadill, Manill, Baſto, King, King. 4. Spadill, Manill-Baſto, Six, Three, Four, and Renounce, a Renounce. 5. Manill, Baſto, Queen, Knave, Four, Three, King. 6. Manill, Baſto, Six, Five, Four, and Renounce, a Renounce. 7. Baſto, King, Queen, Knave, Seven, Six, King. 8. King, Queen, Knave, Seven, Six, Five, Four, King. 9. Spadill, King, Queen, Seven, Six, Four, King, Renounce, a Renounce. 10. Manill, King, Queen, Knave, Seven, Four, King, Renounce, a Renounce.

Games in Red, to be played Sans Prendre.

1. Spadill, Manill, Baſto, Three, Four, Five, King. 2. Spadill, Seven, Baſto, King, Three, King. 3. Spadill, Manill, Ponto, Six, Three, King, Queen guarded, Queen guarded. 4. Seven, Baſto, Queen, Knave, Two, Six, King, Queen guarded, Queen guarded. 5. Baſto, Ponto, King, Six, Three Two, King, Queen guarded, Queen guarded. 6. Ponto, King, Queen, Knave, Two, Three, Six, King. 7. Seven, Baſto, Ponto, Four, Three, Five, King, and Renounce, a Renounce. 8. Spadill, Ponto, King, Queen, Two, Six, King, Knave guarded.

A good Player will play a Sans Prendre, with a much ſmaller Game, eſpecially when he is firſt or laſt Player.

As many perſons have deſired ſome rules, for their conduct in play; in order to ſatisfy them on

on this head, we ſhall here give an account of ſome Games which may be loſt by wrong play, but won when played in the manner here ſet down.

It is not to be ſuppoſed, that theſe Games are to be infallibly won, when played in the manner here deſcribed, becauſe, the Games of the two other Players, may be quite otherwiſe diſpoſed, than in the examples here given, but except in extraordinary caſes, it is certain, that the method here laid down, is the moſt ſure. They are, moreover, Games that have occurred; and of which the trouble has been tāken to collect them together.

The Ombre plays Sans Prendre in Spades.

He is eldeſt Hand.

The Ombre's Game.

Manill, King, Queen, Knave, and Six of Trumps, King of Clubs, King of Diamonds, Queen and Three of Hearts.

The ſecond Player's Game.

Spadill, Seven, Five, Four of Trumps, Queen and Knave of Clubs, King and Knave of Hearts, Six of Diamonds.

Third Players Game.

Baſto and Three of Trumps, Knave, Four; Two and Thee of Diamonds, Ace, Five and Four of Hearts.

The Ombre loſes the Game, by making his firſt lead with the King of Clubs: the laſt Player trumps it, and leads a Heart; the ſecond Player makes his King, and Knave of Hearts, and leads a Club, and ſupports with Baſto; if the Ombre had paſſed it, he would have loſt Codill; he takes it, and it is a Remiſe; whereas by leading a trump at

firſt,

firſt, he could not have loſt: as is plain by what follows.

The eldeſt Hand trumps out with the King; the ſecond takes it with Spadill, the third plays the Three.

The ſecond Player, who won the Trick, leads a Club, the third trumps it with his Baſto and the Ombre plays his King; he who won the laſt Trick, leads a Heart, the Ombre plays his Queen, and the ſecond Player takes it with the King, which makes him two Tricks: he then leads the Knave of Hearts, by which he makes a third Trick, but he makes no more; for the Ombre has ſtill got Manill, Queen, Knave, and Four of trumps, and the King of Diamonds; with which he makes five Tricks.

If Diamonds are led, he enters with his King, and leads trumps three times, and brings out the Seven, Five and Four, which are in the Hand of the ſecond Player; if Clubs are led, he trumps with the Six, and leads as before, three times trumps, and makes the fifth Trick with the King of Diamonds, which is good, as there are no more Trumps.

The Ombre plays Sans Prendre in Clubs.

He is in Cheville, that is, ſecond Player.

The Ombre's Game.

Manill, Baſto, King, Queen, Five, and Three of Trumps, that is, four falſe Matadors, ſix Trumps, The Queen of Spades guarded, and the Knave of Diamonds.

The eldeſt Hand's Game.

Six of Trumps, King, and Six of Diamonds: King, Knave, Ace and Six of Hearts: Six and Seven of Spades.

The

The youngeſt Hand's Game.

Spadill, Knave, Seven and Four of Trumps; Ace, Two and Four of Diamonds; King and Knave of Spades.

The Ombre loſes the Game, by trumping with the Five, the King of Hearts, which the eldeſt leads firſt; the Ombre is over-trumped by the Seven; Diamonds are led; the Trick is won by the eldeſt, who leads a Spade, the youngeſt makes two Tricks on the Ombre, which makes him three Tricks, and by Spadill a fourth; ſo that it is a Remiſe.

There are notwithſtanding, two ways of winning the Game.

The firſt is, by playing the Knave of Diamonds to the King of Hearts, which was the firſt lead, and that the more, as he throws away a Fauſſe, or ſmall Card: if after that, the eldeſt returns it, by paſſing or trumping with a falſe Matador, the Ombre cannot then loſe.

The ſecond way is, to trump the King of Hearts with a falſe Matador, in which caſe the youngeſt will over-trump with Spadill, and make the firſt Trick.

He then leads a Diamond, the eldeſt takes it with the King, and the Ombre plays the Knave.

The eldeſt returns in Spades, by which means the youngeſt makes two Tricks in that Suit, which with his Spadill makes three; after which he can only enter by a Diamond, which the eldeſt Hand paſſes; the Ombre trumps with the Five, and by trumping out three times, he draws the three trumps which remain in the Hand of him who made the three Tricks.

The Ombre plays Sans Prendre in Diamonds.

He is youngeſt Hand.

The Ombre's Game.

Manill, Baſto, King, Queen, Three, Six and Four of Trumps, Knave of Hearts, and Knave of Clubs:

The eldeſt Hand's Game.

Ponto in Trumps, King, Knave, Seven and Three of Spades, Three, Four, Five, and Six of Clubs.

The ſecond Player's Game

Spadill, Knave, Two and Five of Trumps; King of Clubs; King, Queen, Six and Five of Hearts.

This Game is loſt thus;

The firſt Player leads a Club, the ſecond takes it with the King, the Ombre plays the Knave.

The ſecond leads the King of Hearts, the Ombre plays the Knave, and the eldeſt a ſmall Club; the ſecond who wins that Trick, leads the Queen of Hearts, the Ombre trumps with the King, and the eldeſt over-trumps him with Ponto; he then leads a ſmall Club, the ſecond trumps with the Knave, the Ombre over-trumps with the Queen, and leads Baſto, the eldeſt plays a Club, and the ſecond the Five of Trumps; ſo that with Spadill and the two of Trumps, he waits for the Ombre, who has only Manill and the Three.

Now he would have infallibly won the Game, if inſtead of trumping the ſecond Heart with his King, he had trumped with a ſmall Card.

It is true, that it cannot be ſaid, that it was entirely the Ombre's fault that he loſt, for it was neceſſary that Ponto ſhould be with the eldeſt Hand, to make him loſe,

It muſt be owned therefore, that tho' an extenſive knowledge of the Game, and ſtrict attention, are of great uſe in ſome caſes, yet it frequently happens, that a good Player with much care, will loſe a Game, when a blockhead, without any, would win it.

Having thus ſhewn how a Sans Prendre may be loſt, in the ſeveral ſituations of firſt, ſecond, and third Player; we will now ſhow how it may be loſt after diſcarding.

The Ombre plays in Spades.

He is eldeſt Hand.

The Ombre's Game.

Spadill, Manill, Six, Five, Four and Three of Trumps; he takes in a Heart, a Club and a Diamond.

The ſecond Player's Game.

Baſto and Seven of Trumps; King and Six of Clubs; Ace, and Five of Diamonds; Knave, Three and Six of Hearts.

The third Player's Game.

King, Queen, Knave of Trumps, King and Seven of Hearts, Queen of Clubs, King, Knave, and Two of Diamonds.

The Ombre loſes the Game in this manner: he leads Spadill firſt, the ſecond plays the Seven, and the third the Knave; he then leads one of his Fauſſes, which the third wins with the King; he leads the Queen of Clubs, and aſks Gano of the King, that makes him two Tricks; he leads his King of Diamonds, to which the Ombre plays a ſmall one, that makes him three Tricks; he then returns

a Diamond which the Ombre trumps, and is over-trumped by the ſecond, who waits for him with Baſto; after which he remains third Player, and has already three Tricks, and the King and Queen of Trumps, with which he muſt neceſſarily make a fourth.

Theſe ſort of Games are to be played with ſpirit; for if you endeavour to fineſſe, by dividing the tricks, you rarely ſucceed; for as you may be over-trumped, and have Fauſſes which may be drawn at any time, by demanding Gano, you are in danger of loſing Codill.

So that the moſt certain, and almoſt the only method of winning, is to trump about twice; if there are two Trumps in each Hand, you have a ſure Game, as there are only eleven trumps in black; of which you have ſix, and four are drawn by your Spadill and Manill; there remains therefore, only one for them to make, and your three Fauſſes, which make four, and you make the other five.

When it is ſaid, you ſhould trump out twice, it is to be underſtood, that both your adverſaries have played Trumps to your firſt lead.

The Ombre plays in Hearts; and is in Cheville.

The Ombre's Game.

Spadill, Ponto, Queen, Two, Three, Four and Six of Trumps, King of Diamonds, and Knave of Clubs.

The eldeſt Hand's Game.

Manill, Baſto, King and five of Trumps, King and Queen of Clubs, Queen, Knave and Three of Spades.

The youngeſt Hand's Game.

Knave

Knave of Trumps; King, Seven, Six, and Five of Spades; Six of Clubs; Queen, Three and Five of Diamonds.

This Game is loſt in the following manner.

The eldeſt leads his King of Clubs, the Ombre and the third Player paſs it; he then leads the Queen of Clubs; the Ombre trumps it with the Two, and the third over-trumps him with the Knave, and by that means the Ombre loſes the Game: for the laſt Player then leads a Diamond, the eldeſt trumps it with the Five, which makes him two Tricks; and has ſtill in his Hand, Manill, Baſto and King, with which he is ſure to make two Tricks: whereas if the Ombre had trumped with the Queen, he would have won the ſecond Trick: after which, leading a ſmall Trump, the third would have played his Knave, and obliged the firſt to have taken it with his King; or, if he had played the Five, in order to give the Trick to the laſt Player, the worſt that he could have done would have been to have played a Diamond, which the eldeſt would have trumped with the King, by which he would have won the Trick; after which he would have only Manill and Baſto left, with which he could have made only one Trick; becauſe Spadill, which the Ombre would not have failed to have led, as ſoon as he got the lead, muſt have won one of them.

It might poſſibly have ſo turned out, that the Ombre by trumping with his Queen, might have loſt the Game; but this is certain, that when you have ſeveral Trumps, it is right to trump with the higheſt, to prevent thoſe who defend the Game, from making their ſmall Trumps, and to get the lead,

that you may trump out; for if the Game is ever ſo little divided, you cannot loſe it.

The Ombre plays in Clubs, and is laſt Player.

The Ombre's Game.

Spadill, Baſto, Queen, Five and Six of Trumps, King, Three and Seven of Hearts, and King of Diamonds.

The Game of the eldeſt Hand.

Manill, King, Knave and Four of Trumps, Knave, Ace and Two of Hearts, Two of Diamonds, and Seven of Spades.

The Second Player's Game.

Three and Seven of Trumps; Knave, Ace, Three and Six of Diamonds; King, Six and Three of Spades.

This Game is thus loſt.

The eldeſt leads the Two of Diamonds, the Second paſſes it, and the Ombre takes it with his King; he then leads the King of Hearts, the eldeſt plays the Two, and the ſecond trumps with the Seven; and then leads the Three of Trumps; after which it is impoſſible for the Ombre to win.

But if the Ombre, inſtead of leading his King of Hearts, had trumped out with the Six, the eldeſt would have won it with the Knave, and the third have played his Three; the eldeſt would then have led a Heart, the ſecond would have trumped it with the Seven, and the Ombre have played a ſmall Heart; after which the ſecond could have only led Spades or Diamonds; if he leads Diamonds, which is a return, the Ombre plays a ſmall Heart, if he leads Spades, which has not yet been led, the Ombre

bre trumps with the Five, and the eldeſt paſſes; but if he had over-trump'd, the Ombre could no longer loſe the Game.

It is unneceſſary to give more examples; practice, in theſe caſes, will be of more uſe, than many precepts.

We have thus ſhown all the common methods of playing the Game of Ombre.

There are beſides, ſeveral capricious manners of playing the hazards of the Game, which are called *Pretintailles*; and have been invented only to inhance the gain or loſs; and which ought never to be played, but by thoſe who are well acquainted with the Game, or when you play with thoſe that have a ſuperior knowledge of the Game. The reader will find, in the explanation of the terms of the Game, an account of all the different hazards; of which there is now not much uſe made.

Of FORCED SPADILL.

This method of playing Ombre, is diverting enough, when you play for amuſement, becauſe there are almoſt always Beaſts on the board, and you frequently win Codill, when you leaſt expect it; but when you play for intereſt, the caſe is different; for Ombre, which is naturally a Game of great ſpirit, here degenerates almoſt into a Game of chance; where addreſs is of very little uſe to the Player, who frequently finds Spadill, very badly accompanied.

This Game is played in all reſpects, as the Ombre, of which we have been treating; every one ſpeaks in his turn, and if nobody plays, he who has Spadill, is obliged to play, whatever Game he may

have: ſo that when all have paſſed, the Spadill makes his Diſcard and names the Suit.

He that has Spadill with a bad Hand, ſhould paſs, and ſee whether either of the others will play, and put him out of his pain.

When nobody owns Spadill, the ſtock is examined, and if it is not there, he who has it in his Hand, is beaſted, and the Cards are not played, becauſe of the diſadvantage the ſeeing of the ſtock, may be to the Game.

The LAWS *of the* GAME *of* OMBRE.

I. The Cards are not to be dealt in any other manner, than by three at a time.

II. If in dealing there ſhould come a black Ace turned up, there muſt be a new Deal.

III. If there ſhould come ſeveral faced Cards in dealing, there muſt be a new Deal.

IV. If there is a faced Card in the Stock, whatever Card it is, and it is perceived before any one has aſked if they play, or has named to play Sans Prendre; there muſt be a new Deal.

V. The Dealer cannot be the Ombre, if there is a faced Card in the Stock.

VI. If the Dealer gives ten Cards, to either of the other Players, or to himſelf, he cannot be Ombre; but either of the others may, firſt declaring, before they aſk leave, or name Sans Prendre, that they have ten Cards; otherwiſe they are beaſted; and the Cards are played out.

VII. If the Dealer gives, or takes, only eight Cards, he cannot be Ombre; but either of the

others.

others may; firſt declaring that they have only eight Cards.

VIII. He that has only eight Cards, may play Sans Prendre with thoſe eight Cards; and ſo may he that has ten: but one of his Cards muſt be firſt drawn, or if he has ten Cards after taking in, one of them muſt likewiſe be drawn.

IX. He who diſcards with eight Cards, whether he is Ombre or not, ſhould take in one more than he lays out; and he that diſcards with ten Cards, ſhould lay out one more than he takes in.

X. He who has more, or leſs than nine Cards, after taking in, is beaſted.

XI. He who aſks leave, or plays Sans Prendre, with eight or ten Cards, without declaring that he has too many, or too few, is beaſted; but he that paſſes with too many, or too few Cards, is not beaſted, provided he declares it before he takes in, and takes ſuch number as makes him the nine Cards he ought to have.

XII. If the Dealer gives more than ten Cards, to either of the Players, he muſt deal again.

XIII. If the Pack is falſe; that is, if there are too many, or too few Cards; or two of the ſame ſort; or any that do not belong to the Game, as an Eight, Nine, or Ten, the Deal is void, if it is perceived in playing; but if not till after the Coup is played, it ſtands good.

XIV. The Coup is played, when the Cards are all played; or the Ombre has made Tricks enough to win, or one of the others has won Codill.

XV. If the Ombre forgets to name his Suit, one of the others may name it for him; and if the two others both ſpeak at the ſame time, they play in

that Suit, which is named by him who is on the Ombre's right hand.

XVI. If the Ombre forgets to name his Suit, or miſtakes in naming it, he may diſcard over again, if he has not joined his Rentrée to his Hand.

XVII. The Ombre is to name expreſsly, the Suit in which he plays.

XVIII. Altho' the Ombre has taken in, he may ſtill name his Suit, if neither of the others have yet done it.

XIX. If he who plays either Sans Prendre, or by taking in, names one Suit for another, or names two Suits; that which he names firſt, is the Trump, and he cannot recall it.

XX. He that has ſaid, paſs, cannot be admitted to ſtand the Game.

XXI. He that aſks leave, cannot avoid playing, nor is admitted to play Sans Prendre, unleſs he is forced, in which caſe, he has the preference to the other that forces him.

XXII. He who not being youngeſt hand, and has not a Game to play Sans Prendre, yet names his Suit without diſcarding, or aſking, if the others play, is obliged to play Sans Prendre.

XXIII. He that plays Sans Prendre, and has a ſure Game, may ſhow it down, without naming his Suit; unleſs he is obliged to play, and the others inſiſt on diſcarding.

XXIV. He who turns a Card of the Stock, thinking that he is playing at a Game where the Cards are turned, cannot be Ombre that Coup; but the others may; and he is beaſted.

XXV. It is the ſame, if either of them, in laying down the Stock, or otherwiſe, ſhould turn a Card,

Card; the others may play the Game, and he is beasted.

XXVI. If there are Cards of the Stock that are not taken in, the last Player may see them; and in that case, the others have the same right, after him: but if he does not see them, and either of the others does, that Player is beasted.

XXVII. He that takes too many Cards from the Stock, may put them back, if he has not seen them, or mix'd them with his Hand; and he is not beasted.

XXVIII. But if he has seen them, or mixed them with his Hand, he is beasted; and what Cards he has too many, are drawn from his Hand promiscuously, and mixed with the Discards.

XXIX. If he does not take enough, he may take again from the Stock, if there are any left; if not, he draws them at a venture, from the Discards; and he is not beasted, if he has not begun to play.

XXX. He that has none of the Suit led, is not obliged to trump; or if he has of that Suit, is not obliged to play a higher Card, tho' he has it.

XXXI. No one should play out of his turn, but he is not beasted for so doing.

XXXII. However, if he that is not to play, should play a Card that is likely to prejudice the Ombre, he is beasted.

XXXIII. If the Ombre should see a Card, that one of the Players has separated from his Game, he has no right to call it, unless by being seen, it may prejudice his Game, in which case he is obliged to play it, if he can do it without renouncing; if he cannot, he does not play it, but is beasted.

XXXIV. It is permitted to turn the Tricks made by the other Players, to see what has been played; but

but that is not to be done, nor what has been played counted aloud, but when you are to play; as every one ought to be left to tell their own Game.

XXXV. He who inſtead of turning the Tricks, that are before one of the Players, turns and ſees his Game, is beaſted, together with him whoſe Cards he turned, each paying one half of the Beaſt; and ſo he that inſtead of taking from the Stock, takes from the Game of another Player: and in that caſe the Game is to be replaced, in its proper order; or if it is ſo confounded, that it cannot be replaced, it is at the option of the Ombre to have a new Deal.

XXXVI. He that renounces, is beaſted as often as he renounces, if it is perceived at the time that he makes the Renounce; but if the Cards are all played, he makes but one Beaſt, tho' he may have made ſeveral Renounces.

XXXVII. To make a Renounce, the Trick muſt be turned, or he that has renounced, muſt have played a Card for the next Trick; otherwiſe, he may take up his Card without any penalty.

XXXVIII. If the Renounce prejudices the Game, and the Coup is not finiſhed, the Cards may be taken up again, and the Game begun from where the Renounce was made; but if the Coup is finiſhed, it cannot be played over again.

XXXIX. He who aſks what is Trumps, and trumps in the Suit that he is told, tho' in fact it is not Trumps, is not beaſted; but he cannot take up the Card that he has played.

XL. He who without aſking, trumps in a Suit that is not Trumps, and has turned the Trick, is beaſted.

XLI.

XLI. He who ſhows his Game before the Coup is finiſhed, is beaſted.

XLII. The Ombre is not allowed to aſk a Remiſe, nor to aſk leave, when his Rentrée is not favourable.

XLIII. The Ombre is not to give Codill to whom he pleaſes, being obliged to pay the Codill to him who ought to have won it; if to pleaſe his own inclination, he ſhould give it to him who ought not to have had it.

XLIV. The Ombre is not, upon any account, to demand Gano.

XLV. He of the two other Players, that has four ſure Tricks, ſhould not demand Gano, or ſupport the other Player.

XLVI. He who demands Gano, having his fourth Trick ſure, and wins Codill by that means, has a right to draw it; but it is not practiſed by the fair Player, who in that caſe, lets the Coup go by Remiſe; and thoſe who do not do it, ought to be excluded all future parties.

XLVII. Several Beaſts made the ſame Coup, go together; unleſs it is otherwiſe agreed.

XLVIII. The higheſt Beaſt always goes firſt.

XLIX. He who makes two Beaſts at the ſame time, may put them together: but he who makes two Beaſts, the one after the other, cannot do it, but by the conſent of the two other Players.

L. When the Players mark differently, they pay according to him who marks the moſt; and are beaſted in the ſame manner.

LI. When Codill is won, they ſtake three Counters, tho' there are ſtill Beaſts to be drawn.

LII. The three Matadors cannot be forced by an inferior Trump.

LIII.

LIII. The ſuperior Matador forces the inferior, when it is the Card led.

LIV. The ſuperior Matador does not force the inferior, if it is played on a Trump that was firſt led.

LV. The Matadors and the Sans Prendre, cannot be claimed after the Cards are cut for the next Deal, unleſs by deſign the Cards are ſhuffled and cut ſo quick, as not to give ſufficient time; in that caſe, if he has not received for the Game, and the Conſolation, of either of the Players, he has a right to demand the Sans Prendre and the Matadors, together with the Game that remains due to him: but if it is he himſelf, that has cut or dealt the Cards, he cannot recover them.

LVI. The Matadors are not paid but when they are in the hand of the Ombre.

LVII. If he who plays Sans Prendre with the Matadors, claims one without claiming the other, he only can receive what he claims.

LVIII. He who inſtead of demanding the Matadors which he had, demands Sans Prendre, which he did not play; or he that demands the Matadors inſtead of Sans Prendre, cannot inſiſt on the one, or the other; as this Game requires a preciſe explication.

LIX. The Game, the Conſolation, and the Beaſts, may be claimed, ſeveral Deals after.

LX. The miſtakes that may happen in counting the Beaſts, cannot be rectified after the next Deal to that in which they were drawn.

LXI. He who wins all the Tricks, makes the Vole, and wins the double of what there is on the Game; unleſs the Vole is fixed at a certain value.

LXII. If there are ſeveral Beaſts, he draws them, and nothing elſe, unleſs it was otherwiſe agreed.

LXIII.

LXIII. If there are ſeveral Beaſts that go together, becauſe they were made together, he who wins the Vole, receives the double of them; or as ſhall be agreed.

LXIV. He who having undertaken the Vole, does not make it, pays what he would have received, if he had won it.

LXV. The Vole is undertaken, when after making the firſt five Tricks, you play a ſixth Card.

LXVI. When you have once undertaken the Vole, you cannot by any means deſiſt from it.

LXVII. When the Vole is undertaken, the two Players who defend the Poul, may communicate their Game to each other, and conſult on the beſt means of preventing it:

LXVIII. If he who has miſſed making the Vole, has Matadors, or plays Sans Prendre, he is to be paid them, as well as the Conſolation.

LXIX. If they agree to draw all, the two other Players divide all that is on the board; and if they have regulated the Vole, the Ombre pays to each of the other Players, what is agreed; but he ſtill wins what is on the Game, in this latter caſe.

LXX. He who after taking his Rentrée, looks at his Diſcard, cannot make the Vole.

LXXI. He who wins by Codill, does not mark the Tour; nor he who makes the Vole; but he who undertakes the Vole, and miſſes it, muſt mark that Tour.

LXXII. Where the contre is admitted, he who plays Sans Prendre, and undertakes the Vole, has the preference in play, to the elder Hand that would play Sans Prendre only.

LXXIII. He who plays Sans Prendre, and undertakes the Vole, without making it, pays to each of

the others, the value of the Vole; and is not paid the Sans Prendre, or the Matadors, nor even the Conſolation, or the Game; he draws nothing; but he is not beaſted, unleſs he loſes the Game, in which caſe he pays to each Player, beſides the forfeiture for miſſing the Vole, what is due to him for the Sans Prendre, the Matadors and the Game, and is beaſted as uſual.

LXXIV. He that begins a party, and refuſes to finiſh it, pays, not only what there is on the Game but the Cards alſo.

LXXV. But if it is an affair of importance, that obliges him to it, the party may be put off, with the conſent of the other Players; making a minute of the ſtate of the Game.

LXXVI. When Ombre is played by two perſons only, they muſt lay out one of the red Suits.

LXXVII. They play with eight Cards, which are to be dealt by twice three, and once two, and in no other manner; and when the Deal is wrong, it muſt be redealt.

LXXVIII. The Stock is compoſed of fourteen Cards; and the youngeſt Hand has a right to ſee the Cards that he leaves; and if he does, the eldeſt may likewiſe; but not elſe, without being beaſted.

LXXIX. They cannot play in the Suit that is laid out.

LXXX. When the Hazards are admitted at the Game of Ombre, he who ſtands the Game, receives as much from the two others, when he wins, as he pays to them when he loſes.

OF

QUINTILLE,

OR

OMBRE BY FIVE.

Of ANCIENT QUINTILLE:

That is, of the Original Manner of playing it.

FIRST, There are no Fiſh uſed; but they take only twenty or thirty Counters, which are valued at five, ten, fifteen, twenty or thirty pence each; that is, as the Players ſhall agree.

They draw for the Places; and after having ſeen who is to deal, each Player places a Counter before him; and has eight Cards dealt him, which is the common method; and as there are no Cards left for a Stock, there is conſequently no Diſcard.

The manner of ſpeaking and beginning the Game is the ſame at Ombre by Four, and to win you muſt make five Tricks.

He who plays Sans Prendre, names his Suit, and muſt alſo make five Tricks to win; which if he does, he receives two Counters from each of the others, for the Sans Prendre, and the ſame for three Matadors: but if he has more than three, even up to nine, he muſt not expect any thing more.

When there are ſeveral Beaſts on the Game, and he that plays Sans Prendre, makes the vole, he only draws what is on the Game, and two Counters from each of the other Players.

If

If he wins a ſingle Game, and plays Sans Prendre at firſt; of the five Counters that are on the Game, beſides the Sans Prendre, he draws only two; there remain, therefore three on the board.

Either of the Players, except the laſt, who ſtands the Game, after having aſked the others if they play, and they ſay, no; he is to name his Suit, and call a King to his aid; but he is not to call the King of Trumps.

That done, he who has the King ſupports him who ſtands the Game; and if they make five Tricks together, they jointly win; and then the principal Player draws two of the three Counters that are left, and the other one: if at another time the Counters are even, they divide them equally.

If he who plays, and the King call'd, make but four Tricks, they are beaſted by Remiſe; the firſt puts down two Counters, and the other one.

They loſe Codill if they make only three Tricks; and in that caſe, the other three Players each draw one Counter.

By the laws of the Game of Ombre by Five, when the firſt four Players paſs, the laſt is obliged to play, whatever Game he may have; calling, however, a King to his aid.

When Codill is won, and there are four or five Counters on the board, each of the three Players who defend the Poul, draw one; there conſequently reſt one or two; if it is one only, he who has the higheſt Trump takes it; if there are two, the remaining one is for him of the other two Players that has the beſt Trump.

If the Beaſt Codill is loſt the firſt Coup, the three who defend the Poul, draw one Counter each; and that

that Beaſt then is no more than two, which go together for the next Coup.

If it happens, that he who ſtands the Game by calling a King, makes the Vole, he draws two Counters from each of the other Players; and the King called gets one, if the number is odd.

It may ſometimes happen, that there are more to divide, becauſe of the Beaſts that have been made; in that caſe, he who plays, and the King called, divide equally thoſe Counters; and if the number is odd (except in the caſe of a Vole) the remainder belongs to him who ſtands the Game.

He who at the Game of Ombre by five, undertakes the Vole, and does not make it, pays nothing to the others for not doing it.

The Beaſt conſiſts of as many Counters as you would have drawn, if you had won.

To be paid for the Matadors, they muſt be all three in one Hand, and the King called does not partake of them, when they are in the Hand of the Ombre, to whom they are to be paid.

If on the other hand, the King called has them, he is paid for them; but if the Ombre and the King called are beaſted, he of the two who has the Matadors in his Hand, pays them to the other Players, except to him who loſes with him; this law is to be underſtood the ſame, when they win together.

The pleaſure of this Game, is, to conceal the King called, ſo that he who ſtands the Game is in fear of him that has it, and gives advantages to the other Players, thinking he gives them to his King.

There is no penalty for a loſt Deal at Ombre by Five; the Cards are only to be ſhuffled and dealt over again.

Such

Such is the method of playing the old Quintille; let us now ſee the modern method, which follows in all caſes, as near as poſſible, the Game of Quadrille.

The NEW QUINTILLE.

You are to remember in the firſt place, that the New Quintille obſerves in every reſpect, the laws of Quadrille, where it is not obliged to depart from them; ſo that we ſhall content ourſelves with giving the laws that are peculiar to this Game; together with ſome rules drawn from Quadrille; becauſe they are contrary to the ancient manner of playing Quintille.

The ſtakes are the ſame as at Quadrille, and you obſerve the ſame manner of marking and paying the Game.

Therefore after you have ſettled the value of the Fiſh; drawn for the places; and ſeen who is to deal; he who deals, places a Fiſh before him, beſides which, each of the Players puts down a Counter for the Game; after which the Cards being cut by him on the left of the Dealer, he gives to each, eight Cards, by twice four; and they muſt be dealt in no other manner.

The Cards being dealt, each Player ſpeaks in his turn, beginning with the eldeſt; if either of them has a Hand to play, he aſks if they play, and if they ſay no, he names his Suit, and calls a King, with whom he is to make five Tricks to win; if he makes only four, he loſes by Remiſe, and by Codill if he makes leſs.

If they win, they are paid the Conſolation and the Matadors, if they have them; if they loſe, they pay equally the Conſolation and the Matadors, if they have them; whether it be by Codill or Remiſe.

Obſerve,

Obſerve, that nothing is ſaid about paying the Game, as at Quadrille, becauſe we have ſaid at the beginning, that each one is to put it down; conſequently, they who win draw what is down; and ſo they likewiſe who win Codill.

The Beaſt, and all that is paid, is paid one half by the Ombre, and the other by the King call'd; and if there is an odd Counter, the Ombre is to pay it: in like manner if they win, they divide the ſtake equally between them, and the Ombre takes the odd Counter, if there is one.

This Game is not ſo rigorous as Quadrille, with regard to the Ombre, becauſe he is never beaſted alone when he plays by calling a King, tho' he makes only one Trick, but always the half with him that is called.

When all the five Players have paſs'd, he who has Spadill is obliged to play, by calling a King: and he obſerves in all reſpects, the laws of him who plays voluntarily.

The laws of Quadrille are exactly obſerved, in every thing that regards the Sans Prendre; the four Players are united againſt him who plays the Sans Prendre, who is to make alone five Tricks to win: he loſes by Remiſe, if he makes only four; and by Codill, if he makes leſs.

When he who plays Sans Prendre, or by calling himſelf, loſes Codill, the other four Players divide what is on the Game; but if there are any odd Counters, which frequently happens; he who has the higheſt Trump takes one, the ſecond belongs to him of the other three, who has the next higheſt, and the third, if there is a third, to him of the other two, who has the next beſt; but if they have neither of them any Trump, it remains for the next Coup.

The firſt Beaſt is always fifteen, the ſecond forty five, unleſs the Game on which the firſt Beaſt was made was drawn by Codill, in which caſe it will be thirty: and you add fifteen for each Beaſt, in either caſe, according to the number of Beaſts.

The Matadors are paid in the ſame Manner as at Quadrille, whether they are in one Hand or two; that is, part in the Hand of the Ombre, and part in the Hand of the King called; and they divide the Matadors as they do the reſt of the Game.

The Vole is likewiſe paid as it has been agreed; and they who make it together, divide it equally betwixt them.

There is no riſk run, in undertaking the Vole, as they who do not make it ſuffer no penalty; but it is not the ſame when they who ſtand the Game, make the Devole, which ſometimes happens; for they are then obliged to pay the Vole to them who make it, by equal parts; obſerving always, that as the odd counter belongs to the Ombre, when he wins, ſo it is to be paid by him when he loſes.

He who calls a King is beaſted alone, if he makes no Trick, ſuppoſing the King call'd does make one, for if he makes none, all is paid equally between them.

The Vole draws only what goes on the Game: the Cards are paid by a certain number of Counters, that each gives.

The laws of Quadrille are obſerved with regard to the Renounce, and in every thing elſe, where we have not given rules to the contrary.

It is the intereſt of him who ſtands the Game, to trump out; therefore the King called, after having appeared, or even before, ſhould lead Trumps,

in

in order to ſupport his friend's Game, and make room for his Kings, which might not otherwiſe paſs.

By following theſe rules, this Game becomes much more diverting than the old Quintille, which is now ſcarce ever play'd, but in ſome provinces, where they play Quadrille almoſt in the ſame manner.

The GAME *of* OMBRE *by* TWO.

It is ſo called, becauſe play'd by two perſons only: it is a Game of very little entertainment, but is nevertheleſs ſometimes play'd for want of a third perſon; and may ſerve to give the learner of Ombre, an inſight into the manner of diſcarding, and playing the Cards.

It is play'd almoſt in the ſame manner as Ombre by Three: they lay out one of the red Suits, ſo that there remain only thirty Cards; it is indifferent what Suit is laid out, whether Hearts or Diamonds.

Each Player has eight Cards only dealt him, by three, three and two; ſo that there remain fourteen for the Stock; of which each takes what number he finds convenient.

To win, you muſt make five Tricks; if each makes only four, it is a Beaſt by Remiſe: if he that defends the Game makes five, he wins Codill.

You are to obſerve, that you can't name the Suit that is laid out; for if it was allow'd with Spadill alone, you might ſometimes make the Vole; as when being eldeſt Hand, and having Spadill, a King, and ſeveral Cards of the ſame Suit,

A

DICTIONARY,

OF THE TERMS OF THE

GAMES OF QUADRILLE

QUINTILLE AND OMBRE,

BY THREE AND BY TWO.

AIR.

THE Bon-air, is a term of Hazard, at the Game of Ombre; which is, when you play Sans Prendre with four Matadors; he who wins this Hazard, receives a Fiſh from each, and if he loſes, he pays a Fiſh to each Player.

Obſerve, that all the Hazards, which are fourteen in number, belong to the Game of Ombre by Three, only.

TO ASK LEAVE.

Is at Quadrille, to aſk leave to play, by calling a King.

BASTO.

That is the Ace of Clubs; which is always the third Trump.

BEAST.

BEAST.

Is a penalty at the Game, which conſiſts in paying as many Counters as there are down; and is incurred either by renouncing, or by ſome other Fault: or by not winning, when you ſtand the Game, which is called making the Beaſt.

CHARIVARY.

Is a Hazard at Ombre; and is, when he that ſtands the Game has the four Queens, for which he receives a Fiſh from each Player, if he wins; or pays it to them, if he loſes.

CHEVILLE.

To be in Cheville, is, to be between the eldeſt Hand and the Dealer.

CHICOREE.

Is a Hazard at Ombre, and is when the Ombre has three or four falſe Matadors, for which he receives a Fiſh from each if he wins, and pays it if he loſes.

CODILL.

Is at the Game of Quadrille, when thoſe who defend the Poul, make more Tricks than they who ſtand the Game; the former are ſaid to win Codill, and the latter to loſe it. At Ombre by Three, it is, when one of the two other Players makes more Tricks than the Ombre; by which he wins all that is on the Game.

CONTENTMENT.

Is a Hazard of Ombre; when you have five Matadors, and a Sans Prendre, it is called perfect Contentment, for which you are paid a Fish by each Player.

CONSOLATION.

Is a claim of the Game, which is always paid by those who lose to those who win, whether by Codill or Remise: there is another Consolation, which is a Hazard at Ombre, and is when they pay a Fish for the Sans Prendre, and a Fish for each of the Matadors, to him who wins: or he pays the same to the others, when he loses: when this Consolation takes place, the preceding one is not paid.

COUP.

The Coup at Ombre, is, when the Cards are all played; or that the Ombre has made the full number of Tricks to win; or one of the others has won Codill.

DEGOUT.

Is a Hazard at Ombre, and is, when he who loses the last Game of the party, tho' he should lose only one Counter by the Game, pays a Fish to the winner.

DEVOLE.

Is when he who stands the Game, makes no Trick: this does not take place at Ombre by Three.

DISCORD.

Is a Hazard at Ombre, and is, when he who stands the Game has the four Kings, for which he receives a Fish from each if he wins, or pays it to each if he loses.

DOUBLE.

DOUBLE.

To play Double, is, to pay the Game and the Stake double, as well as the Conſolation, the Sans Prendre, the Matadors, and Devole.

DISCARD.

It is at Ombre, the Cards you lay out from your Hand, and lay on one ſide, in order to take as many from the Stock; and this Diſcard is always to be played on the right hand of the Player.

EPARPILLER.

Is to ſpread, or ſcatter the Stock at Ombre, which is not to be done, leſt any of them ſhould be known.

ESTRAPADE.

Is a Hazard at Ombre, and is when he who plays Sans Prendre, makes the Beaſt; he wins not only what is on the Game, but alſo all that is before the Players, and what is due to them.

FANATIQUE.

Is likewiſe a Hazard at Ombre, and is when the Ombre has the four Knaves, for which he receives a Fiſh from each, if he wins, and pays it if he loſes.

FORCE.

The Ombre is ſaid to be forced, when you play a ſtrong Trump to weaken him, if he over-trumps: he is likewiſe ſaid to be forced, when he aſks leave, and one of the other Players obliges him to play Sans Prendre, or paſs; by offering to play Sans Prendre.

FRIEND.

Is, at Quadrille, the Player who has the King called.

GANO.

Signifies at Ombre, let it come to me; to demand Gano is alſo to aſk the Player not to win the Card played; he who ſtands the Game cannot demand Gano.

GUINGUETTE.

Is a Hazard at Ombre; when he that ſtands the Game, wins without a black Ace; for which he receives a Fiſh from each Player, and pays it if he loſes.

INPASSE.

To make the Inpaſſe, is, when being in Cheville, you play the Knave of a Suit of which you have the King.

MANILL.

Is in black, the Two of Spades or Clubs, and in red, the Seven of Hearts or Diamonds, according to the Suit in which you play; and is always the ſecond Trump at the Game.

MARK.

The Game is marked, by the Fiſh, which they who Deal put down at Quadrille: and at Ombre by the Counters, which every one places before him.

MATADORS.

There are three Matadors, viz. Spadill, Manill, and Baſto; which are the three firſt Trumps; their number is augmented, according to the number of Trumps that are joined to them, without interruption:

on: When Spadill is wanting to make the number compleat, they are called falſe Matadors.

MILLE.

Is a Mark of ivory, which is ſometimes uſed, and ſtands for ten Fiſh.

MIRLIRO.

Is a Hazard at Ombre, and is the two black Aces, without any other Matadors, for which the Player receives a Fiſh from each, if he wins, and pays it if he loſes: or it is the two red Aces with Baſto, for which he receives or pays the ſame.

OMBRE.

Is the name given to him who ſtands the Game, either by diſcarding or playing Sans Prendre at Ombre; or by calling or playing Sans Appeller at Quadrille. To be with the Ombre, is to have the King called. The Game of Quadrille is likewiſe called Ombre by Four; and Quintille, Ombre by Five.

PARTY.

Is the duration of the Game, according to the number of Tours that are agreed to be played: it is alſo called Repriſe.

PARTY QUARREE.

Partie Quarrée des Dames du tems, is a Hazard at Ombre, and is when the Ombre has three Kings and a Queen; for which he receives a Fiſh from each if he wins, or pays them if he loſes.

PASS.

Is the term that is uſed, when you have not a Hand to play; you then ſay, Paſs.

PONTO.

Is the Ace of Diamonds, when Diamonds are Trumps; or Hearts, when they are Trumps; and is then the fourth Trump.

POUL.

The Poul conſiſts of the Fiſhes which are ſtaked for the Deals; or the Counters which are put down by the Players; or the Beaſts that go on the Game. To defend the Poul, is to be againſt him who ſtands the Game. The word Poul, likewiſe ſignifies, a certain number of Counters, ſupernumerary to the Cards, when the Tours are finiſhed, and you play after the Tours are finiſhed.

PRETINTAILLES.

Is the whimſical name, that is given to the Hazards at the Game of Ombre by Three, for each of which a Fiſh is paid to him who ſtands the Game when he wins, and is paid by him when he loſes: they are the fourteen following, viz. the Conſolation, the Ben-air, the Perfect Contentment, the Guinguette, the Merliro, the Fanatique, the Charivary, the Diſcord, the Partie Quarrée des Dames des tems, the Triomphante, the Eſtrapade, the Degout, the Yeux de ma Grande-mere, and the Chicorée.

PRISE.

Is the number of Fiſh or Counters, that are given to each Player, at the beginning of the party.

REGLE.

Is the order that is obſerved at the Game: it is called at Quadrille, being in Regle, when the Ombre trumps the return of the King called.

REMISE.

REMISE.

Is at Quadrille, when they who ſtand the Game, don't make more Tricks than they who defend the Poul; and they then loſe by Remiſe.

RENOUNCE.

Is not to play in the Suit led, when you have of it: it is alſo called a Renounce, when not having any of the Suit led, you win with a Card that is the only one you have, of that Suit, in which you play.

RENTREE.

At Ombre, are the Cards that are taken from the Stock, by the Players.

REPRISE. Is the ſame as Party.

REPORTE. Is the ſame as Remiſe.

ROY RENDU.

That is, the King given up; and is the method of playing Quadrille, when the King call'd being given up to the Ombre, he is with that, to win the Game alone.

SPADILL.

Is the Ace of Spades, which is always the firſt Trump.

FORCED SPADILL.

Is at Quadrille, when he who has it, is obliged to play; all the other Players having paſſed. If this method takes place at Ombre, it muſt be previouſly agreed on.

SANS APPELLER.

That is, without calling; and is at Quadrille, when you play without calling a King.

SANS PRENDRE.

That is, without taking; and is at Ombre, to play without diſcarding, and conſequently without taking in; this term is likewiſe uſed at Quadrille, tho' improperly, and then ſignifies the ſame as Sans Appeller.

FORCED SANS PRENDRE.

Is, when having aſked leave, one of the Players, offers to play Sans Prendre, in which caſe, you are obliged to play Sans Prendre, or to paſs.

STOCK.

Is at Ombre, the Cards that remain on the board after each Player has his Cards dealt him; and from which the Players take, to replace the Cards they lay out.

At Ombre by Three, the Stock conſiſts of thirteen Cards, and at Ombre by two of fourteen.

TENACE.

To be in Tenace, is to wait with two Trumps, that you muſt neceſſarily make when he that has two others, is obliged to lead; ſuch are the two black Aces, with regard to Manill and Ponto.

TOURS.

Are the Counters which they who win by ſtanding the Game, put down to mark the number of Coups played; by which the duration of the party is determined.

The Tours de Grace, conſiſt of three Tours for each one; or till the firſt Beaſt; as you make it.

TRI-

TRIOMPHANTE.

Is a Hazard at Ombre, when the Player begins the Play by leading Spadill, for which he receives a Fiſh from each, if he wins, or two if he makes the Vole; and pays a Fiſh to each, if he loſes.

YEUX.

Les Yeux de ma Grand-mere, (my Grandmother's Eyes,) is a Hazard at Ombre, and is when the Ombre has the two red Aces; for which he receives a Fiſh from each when he wins, and pays them when he loſes.

THE

GAME

OF

IMPERIAL.

In order to give that clear Idea of this Game, which we propoſe, we ſhall begin with a general Deſcription of it; which will be the Buſineſs of the firſt Chapter: In the ſecond, we ſhall ſhow the Manner of making the Game; to which we ſhall add, the Laws that are to be obſerved, for the well playing of it.

CHAP. I.

Containing a General Deſcription of the GAME *of*

IMPERIAL.

THEY who have ſearched for the etymology of this Game, tell us, that it was ſo named by a certain emperor, who was the firſt inventor of it: but without enquiring into the validity of this etymology, we ſhall begin with deſcribing the nature of it, by ſaying, that the Cards uſed in playing Imperial, are the ſame with thoſe uſed at Piquet, that is to ſay, the King, Queen, Knave, Ace, Ten, Nine,

Nine, Eight and Seven of each Suit, which make thirty-two; or elſe by adding the Six of each Suit, they make thirty-ſix; which is the number uſed in ſome provinces.

Three perſons may play at Imperial, and in that caſe, the Sixes muſt neceſſarily be added; but the common method of play is by two. Before you begin, you are to agree what you play for, and how many Imperials ſhall make the party, which commonly conſiſt of five; but depends however, entirely on the pleaſure of the Players, who may make them as many, or as few as they pleaſe.

After theſe points are ſettled, one of the Players ſhuffles the Cards, and preſents them to his adverſary, in order to ſee who is to deal: and as it is an advantage to Deal, he that cuts the higheſt Card deals; whereas at Piquet, he obliges the other Player to deal. The Dealer having well ſhuffled the Cards, preſents them to his adverſary to cut, who ſhould cut them neatly: after which he deals each Player twelve Cards, by three and three, or, by four and four; he then turns up the Card which is at the top of the Stock, and leaves it turned, and that Suit becomes the Trump.

There are at Imperial, Cards that are called Honours, which are, the King, Queen, Knave, Ace, and Seven, when you play with thirty-two Cards, or the Six, when with thirty-ſix; each Honour tells for four points, to him that has it; provided it is Trumps, that is of the Suit turn'd up.

Obſerve that the Cards have always the ſame value, which is the common one, that is as follows; King, Queen, Knave, Ace, Ten, Nine, Eight, Seven and Six, the higher Card in the ſame Suit, always winning the lower. And

And obſerve too, that when there are three Players, each having twelve Cards, there is conſequently no Stock; ſo that to make the Trump, the Dealer turns up his laſt Card, and that Suit is Trumps.

The Cards being thus dealt, and the Trump made, he who is eldeſt Hand begins as at Piquet, by collecting together that Suit of which he has the moſt, in order to make his point, which he then calls, and for which, if his adverſary cannot parry it, that is, if he has not more, he counts four; for if he has an equality only, the eldeſt counts for it, by virtue of his ſeniority; but if the younger has more, he in like manner counts four for the Point.

But he muſt examine before he names his Point, if he has any Imperial, for if he has, he muſt ſhow it, or elſe he cannot count it; there are ſeveral ſorts of Imperials, and each counts twenty-four Points.

The firſt ſort of Imperial is the four Kings, the four Queens, the four Knaves, the four Aces, or the four Sevens, when you play with thirty-two, or the four Sixes, when with thirty-ſix Cards.

The ſecond is the King, Queen, Knave and Ace of the ſame Suit.

There is alſo the Imperial Tournée, or turn'd up Imperial, which is when you turn up a King, Queen, Knave, Ace, Seven or Six, and have the other three, of the ſame rank, in your Hand: or when you turn up a King, Queen, Knave, or Ace, and have the three others of the ſame Suit, by which you compleat the King, Queen, Knave, and Ace.

Laſtly, there is the won Imperial, which is, when you have a King, Queen, &c. and win the other Trump that makes up the Imperial; but this takes place only in Trumps.

Obſerve

Obſerve, that he who has in Hand, the King, Queen, Knave, and Ace, of the Suit that is turn'd up, counts for them two Imperials.

After the Imperials are counted, which to be good, muſt be call'd and ſhown down on the board; you then call your Point, as has been ſaid; then he that is the eldeſt Hand, leads ſuch Card as he thinks proper, to which his adverſary muſt play in the ſame Suit, if he has it, and muſt take it if he can, or elſe trump it; for the Renounce is not only forbid at this Game, but the paſſing of a Card alſo, that you can win; after this manner all the Cards are play'd, each Player then counts what Tricks he has got, and he that has the moſt, counts four Points for every Trick that he has, more than the ſix that he ought to have.

You are to obſerve, that when there are three Players, he that is to play firſt, is obliged to begin, by leading Trumps; and that the reſt of the Game is play'd in the ſame manner as by two. He that makes more than the four Tricks he ought to make, counting four Points for each Trick he makes more: ſuch is in general the manner of playing Imperial. Let us now ſee the method of marking and counting the Game.

CHAP.

CHAP. II.

Of the manner of marking the GAME.

AFTER having dealt the Cards, and agreed what you play for, and how many Imperials you intend to play; there is, a little baſket or box, plac'd at the end of the table, with Fiſhes and Counters, that ſerve to mark the Game. The Imperial is marked with one Fiſh, and the Fours that are won, with a Counter for each four, and when you have ſix Counters mark'd, you put in their place a Fiſh, which is an Imperial; each Imperial being equal to twenty-four Points.

If the Dealer turns up an Honour, that is, a King, Queen, Knave, Ace or Seven, when the Game is of thirty-two, or a Six, when of thirty-ſix Cards; he ſets up a Counter for it which is equal to four Points.

He that trumps with the Six of Trumps, or the Seven when there is no Six, or with the Ace, Knave, Queen, or King; or by playing them otherwiſe, wins a Trick, marks as many Counters, which each ſtands for four, as he has won Tricks with his Honours.

He who plays an Honour that his adverſary wins by one that is higher, inſtead of counting for the Honour he play'd, he that wins the Trick marks a Counter for each Honour: in like manner, he that plays the Seven of Trumps when there is no Six; or the Six, and the other wins it with a Trump that is not an Honour; he that wins it marks for it, tho' he did not play it.

He

He who after the Deal is finiſhed, has more than the twelve Cards he ought to have for his own Game, marks four Points for each Trick that he has more than the other; the Trick conſiſts of two Cards when there are two Players, and of three when there are three.

And ſo as was before ſaid, he that has the moſt Points marks four for them, whether they conſiſt of three, four, five, ſix, ſeven, eight or nine Cards; obſerving that when the Point is equal, the eldeſt counts four for it, by ſeniority.

You ſee here the different Points that are counted, and which collected together, make an Imperial. It remains to be obſerved, that theſe Points may become void when they are under twenty-four, or ſix Counters; for example, if one of the Players has made the preceding Deal twenty Points, at leaſt, and his adverſary has an Imperial in hand, or by the turn-up Card, he thereby renders void the twenty Points of the other, who is obliged to take them down; without taking down what he may have marked himſelf; unleſs the other ſhould have an Imperial alſo, which effaces in like manner what Points he may have: each Imperial is mark'd by a Fiſh, in favour of him that has it. The Imperial, which is mark'd when you have collected ſix Counters together, effaces in like manner the Points which the adverſary may have, and is mark'd as the other with a Fiſh, in favour of him that has it; the play is thus continued on, till one of the two Players has made the number of Imperials, at which the party is fixed.

You are firſt to count the turn-up Card; then the Imperials which you have in hand, or with the turn, when they take place; then the Point; after that

that the Honours which are gained in play; and laſtly, what is won by the Cards.

As the moſt certain inſtructions for playing the Game, is contained in the following rules, it is proper to refer the reader to them, without amuſing him with an uſeleſs detail.

LAWS *of the* GAME *of* IMPERIAL.

I. When the Pack is falſe, the Deal where it is diſcovered is void; the preceding ones ſtand good.

II. If there comes one or more fac'd Cards in dealing, there muſt be a new Deal.

III. The Cards are to be dealt by threes or fours.

IV. He that deals wrong, loſes the Deal, and one Imperial.

V. If there is a faced Card in the Stock, it does not prevent the Deal from being play'd.

VI. He that mixes his Game with the Stock, loſes the party.

VII. He that forgets to count his Point, loſes it; it is the ſame of the Imperial.

VIII. If you don't ſhow your Point, before your Imperial, you loſe it.

IX. Every Honour that is play'd, is worth four Points to him that wins it.

X. He that could take a Card and does not, loſes an Imperial, whether he has a better in that Suit, or has none of that Suit, but has a Trump.

XI. He that renounces, that is, does not play to a Suit led, when he has of it, loſes two Imperials.

XII.

XII. The Imperials that are loſt by him that commits theſe faults, are the profit of his adverſary; unleſs he has Points to ſet off, which in that caſe he may do.

XIII. He that has an Imperial in Hand, or by the turn, when it is good, effaces his adverſaries Points: it is the ſame when he makes up his Imperial, by counting his Points.

XIV. He that makes an Imperial with the Points for the Cards he wins, prevents his adverſary from having any Points mark'd; whereas he that makes it up by the Honours that he wins in the play, cannot prevent his adverſary from marking what he wins by the Cards, if he wins them.

XV. The turn takes place in finiſhing the Party, before an Imperial in hand; the Imperial in hand before the Imperial turn'd, if there is one; the Imperial turn'd before the Point; the Point before the Imperial that is won in play; and that Imperial before the Honours; and the Honours before the Cards, which are the laſt Points that are counted on the Game.

XVI. The Imperial turn'd, and that which is won in play, are not admitted but when you play without reſtriction.

XVII. The Imperial won in play takes place only in Trumps.

XVIII. The Imperial of Trumps in Hand, goes for two; without counting what is mark'd for Honours.

XIX. When the Points are equal, the eldeſt Hand only, marks for it.

XX. He that quits the Party before it is finiſhed, loſes it; unleſs it be by mutual conſent.

THE

THE GAME OF REVERSE.

THIS Game, which is originally Spaniſh, is now much in vogue. There is great art in playing it well, and it requires no ſmall attention.

It is ſo called, becauſe he that makes the leaſt Tricks wins the Cards, which is the reverſe of all other Games.

It is played by four or five perſons; and with forty-eight Cards, that is all the Pack, except the four Tens, which are thrown out, and which commonly ſerve to mark the number of Tours: in ſome places, however they don't lay out the Tens, but play with an entire pack, in order to render making the Reverſe the more difficult.

After you have ſeen who is to deal, the Dealer ſhuffles the Cards and gives them to his left hand Man to cut; he then deals them by threes, dividing them all equally amongſt the Players, except thoſe which are reſerved for the Stock; which are three Cards when there are four Players; and two of ſeven, when there are five: the eldeſt Player then lays out one of his Cards, if he choſes it, and takes

takes one trump from the Stock, putting the Card he lays out under the Stock; and ſo the reſt; and he that does not diſcard has a right to ſee the Card that he might have taken, and place it afterwards under the Stock.

You are to obſerve, that the Dealer does not take any Card from the Stock; he only places one of his Cards under it, becauſe he deals himſelf one more than any of the other Players; that is, when he gives eleven Cards to each of the other Players, he gives himſelf twelve; from whence it comes, that the Stock which was only three Cards before they took in, is four afterwards: and that is all the advantage the Dealer has.

The following RULES *are abſolutely neceſſary to be learnt, in order to play the* GAME *of* REVERSE.

I. The Cards always keep their natural value.

II. There is no Trump; and you are obliged to play in the Suit led, or elſe you renounce.

III. The Knave of Hearts is the principal Card in the Game, and is called Quinola; when it is played in Renounce, he that plays it wins the party; which conſiſts of what every one puts in the box.

IV. He who is obliged to play Quinola to a Heart, is beaſted as many Counters as there are in the box; or if he leads it himſelf; not having been able to play it in Renounce.

V. He that forces out the Quinola, is paid by him from whom he has forc'd it, having no other Heart, four Counters or more, if it is ſo agreed; and ſometimes alſo one from each Player; but that muſt have been previouſly agreed on.

VI. He who plays the Quinola in Renounce, on a Spade, Club or Diamond, wins two Marks, or

more

more (if it has been ſo agreed) from him who wins that Trick where Quinola is play'd in Renounce.

VII. He that wins the feweſt Cards, where there is neither Ace or King, Queen or Knave, or in ſhort, where there is the leaſt, wins the Talon or Stock; which is equal to a common Poul; or elſe what has been agreed on.

VIII. He who makes no Tricks wins the Talon, in preference to him who has made a Trick, tho' he has no Cards that mark; and when two or more Players are equal, he that is neareſt the Dealer's left Hand wins.

IX. The Ace tells five, the King four, the Queen three, and the Knave two; and theſe numbers ſerve only to pay the Talon.

X. He who has the moſt Points in his Game, is he that pays the Talon, to him that has the leaſt; and in caſe of equality, it is the eldeſt Hand that pays it.

XI. He that renounces pays a certain number of Counters agreed on; or is beaſted.

XII. He that plays before his turn, pays a Counter to each of the other Players.

XIII. The eldeſt Hand ſhould always begin by leading Hearts if he has one.

XIV. It is not permitted to lay out a Heart.

XV. He who alone wins all the Tricks, wins not only the Poul, but alſo two Counters from each Player; and has return'd him, whatever he may have paid during the play: and he that may have play'd the Quinola in renounce in that Deal wins nothing; this is call'd making the Reverſe.

XVI. He who plays an Ace in renounce, on another Suit, wins one or two Counters, as is agreed; and it is he that wins the Trick that pays; and the

double for the Ace of Hearts: if he that is to lead leads an Ace, whatever Ace it is, he neither receives or pays any thing for ſo doing.

XVII. He that is obliged to play the Ace, in playing to a Suit led, pays to the other that forces him, the ſame that he would have received, if he had play'd his Ace in Renounce, and the double of the common Game for the Ace of Hearts.

XVIII. When the Pack is falſe, or the Cards are wrong dealt, there muſt be a new Deal.

You have here what is neceſſary to be known, before you begin to play at the Game of Reverſe; let us now ſee what is neceſſary to be known, to play the Game well. We have ſaid that you muſt not lay out a Heart, and the rules of the Game forbid it; nevertheleſs, if it ſhould ſo happen, that one of the Players ſhould hold only the King or Queen; without having a lower Card to play the others in Hearts, in order to force the Quinola; he may in that caſe, diſcard one or other of thoſe high Hearts.

If you play without forcing the Quinola, that is, without obliging the Player who has it, to keep it; he has a right to play it, when he is to play, not having Hearts enough to defend it.

Tho' you play without forcing the Quinola, you ſtill play the firſt and ſecond Tours forced; where you are obliged to keep it, tho' alone: but after the forced Tours are finiſhed, you keep it only when you find it advantageous for your Game; for when he that has Quinola is obliged to play it on the Heart, beſides the counters that he pays, he makes the Beaſt, of as many counters as there are in the Box.

When the Quinola is diſcarded, or that it is forced, in ſhort, when nobody wins the Poul, each Player

Player puts two Counters into the box, only to recruit it; and the Beaſts that are made, are not put in till afterwards, one after the other, beginning with the higheſt; unleſs there ſhould be one made by Renounce; that muſt go with another Beaſt, if there is one, or elſe with the Game.

He who has a high Card in his Hand accompanied with a ſmall one, and the Trick comes to him, he ſhould, in order to make but few Tricks, take it with his high Card, and play the low one, in order to bring his companion into play, that he may win the other Cards, which remain unplay'd, and that he may not loſe the Talon.

He that makes the Reverſe, has nothing to pay on account of the Talon; the Player who has ſeveral Cards of the ſame Suit, is at liberty to take a Card play'd, or to paſs it; the ſituation of his Game is to determine him, either to take it or not: it is by addreſs that the Player, is to play in ſuch manner as either to win the Stock, or at leaſt, not to loſe it.

It ſhould always be remembered, that it is of importance to him that plays, to furniſh as often as he can, inferior Cards to thoſe that are play'd before him; for to win the Talon, you muſt very often, not make a ſingle Trick.

If what is here ſaid, concerning this Game, be conſidered with attention, it will be eaſily learnt; and when once well learnt, is play'd with great pleaſure.

THE GAME OF PAPILLON, OR, THE BUTTER-FLY.

THIS Game, which is almoſt unknown in Paris, is nevertheleſs very diverting, and requires a certain addreſs, that every Player is not maſter of: There is reaſon to expect that when known, it will be well received; being, beſides, a Game of great commerce.

The number of Players at Papillon, muſt be either three or four; and they play with an entire Pack of fifty-two Cards.

After you have agreed on the number of Tours, you intend to play, ſettled the value of the Stakes, and ſuch other things as are matters of choice; you then ſee who is to deal, and as the deal is diſadvantageous, the loweſt deals.

The Dealer gives the Cards to his left-hand man to cut, and then gives to each of the others, and to him

himſelf, three Cards; which are to be dealt one and one, and in no other manner: after which he ſeparates the next ſeven Cards from the Stock, which ſeven Cards he turns up; this is done when there are three Players, which is the common manner of playing the Game: but when there are four Players, he turns up only four; in order that the Cards may be equally regulated.

There is a box on the middle of the table, into which every one at the beginning of the Game puts a Fiſh more or leſs; as they chooſe to play high or not.

He who is on the right of the Dealer, examines his Game, and ſees if there is any Card on the board that agrees with thoſe he has in his Hand.

You are to obſerve, that there are only the King, Queen, Knave and Ten, that are neceſſarily changed for one of the ſame ſort; a King for a King, a Queen for a Queen, &c.

Obſerve too, that ſeveral of theſe Cards that are on the board, collected together, may be taken off by one Card; for example; if there is on the board an Ace which goes for one Point, a Four and a Five; you can take thoſe three Cards with a Ten only, that you may have in your Hand; if you are to play: and ſo of the others which may be paired in like manner: and it is in this that conſiſts the ſkill of the Game; as you draw thereby two advantages; the firſt is, that you carry off thoſe Cards that may be of uſe to the other Players; and the ſecond, that you get by this means a great number of Cards, which may ſerve to win the Cards, for which every one pays what has been agreed on, to the winner.

We ſaid, that if it was your turn to play, becauſe if you was not to play, he that was to play before you,

you, might take the Cards that are on the Game, to your prejudice, if they ſhould be convenient for his Hand.

In ſhort, it is a general rule, that you muſt have in your Hand, a Card of ſome Sort or other, that can take, when you are to take; by equalling it to one or more Cards that are on the board; as for example, with an Eight, you cannot take off two Eights, but only one; but with an Eight you may take off two Fours, or a Five and Three, or a Seven and Ace, or a Six and Two, which are all equal numbers amongſt themſelves.

You are to obſerve, likewiſe, that tho' you have in your Hand, ſeveral Cards ſimilar to thoſe that are on the board, you can nevertheleſs take off only one at each Tour; and each other Player in like manner.

He whoſe turn it is to play, and cannot pair any Card that is on the board, having none of the ſame ſort or of any equal number with two or more of them; is obliged to lay down his Cards, and to put for ſo doing, as many Counters into the box, as he puts down Cards; and when every one has played his three Cards, either by the Tricks that he has made, or by laying down his Game; he who is to deal, gives in the ſame manner, three Cards to each Player, out of the remainder of the Stock; without cutting; and the ſame thing is done over again, by endeavouring to pair the Cards that are on the board.

At laſt, when all the Cards are dealt, he who clears his Hand of his three Cards, by taking up thoſe on the board, wins the party; and if there are ſeveral that clear their Hands, he who is neareſt the Dealer's left Hand, wins in preference; and

conſequently the Dealer in preference to all the reſt.

You ſee by this, that if the ſeniority has ſome advantage, it has alſo diſadvantages; in fact, it is but juſt that he ſhould win, who plays the Party by taking up the feweſt Cards, becauſe it is the moſt difficult: and when nobody finiſhes, that is, does not diſcharge himſelf of his three Cards, as it frequently happens, he that plays the laſt Card, or Cards, by laying down, beſides that he collects all the Cards which are on the Game, and which ſerve to win the Cards, he receives alſo of each Player a Counter for the Conſolation. Here follow the hazards of the Game, and what is paid for and againſt.

HAZARDS *and* CLAIMS *to be paid at the* GAME *of*

PAPILLON.

I. He that lays down his Cards, pays as many Counters to the box, as he lays down Cards.

II. He who in laying down his Cards, lays down one, two, or three Aces, pays to each Player as many Counters as he lays down Aces.

III. He who in taking the Cards off the board, takes up one or more Aces, receives as many Counters from each Player, as he takes up Aces.

IV. He who without an Ace in his Hand, draws another Ace from the board, wins two Counters of each Player: He that with a Duce, draws two Aces, wins four Counters from each; he that with a Three, drawns three Aces, wins ſix Counters from each; and he that with a four, draws the four Aces, wins eight Counters, in like manner.

V. He

V. He who having a King, a Knave, or other Card in his Hand, draws three Cards of the ſame ſort, wins a Counter from each Player; and that is called the *Haneton*, or May-bug.

VI. He in like manner, who has three Cards of the ſame ſort, of which the fourth is on the board, takes it with his Three, and wins a Counter from each.

VII. So he that in playing draws all the Cards, or the only Card that remains on the board, wins a Counter from each Player, and this is called *Sauterelle*, or the Graſs-hopper; and in that caſe, he who is to play after him, is obliged to lay down his Game.

VIII. He that in play, during the courſe of the party, makes his three Cards, wins a Counter from each; and that is called the *Petit Papillon*: we ſay during the courſe of the party, becauſe he that makes them when all the Cards are played, wins the party.

IX. He who in his Tricks, has the greateſt number of Cards, receives a Counter from each, for the Cards; and when they are equal with ſome other Players, no body wins them; but they are paid double the next Deal.

X. He, who tho' he does not win the party, holds out with his Cards the laſt, receives a Counter from each, and this is called the claim of *Conſolation*.

XI. He who wins the party, or holds out to the laſt, takes the Cards that are on the board, which ſerve to win the Cards.

XII. If the Pack ſhould be falſe, the Deal is ſtill good, provided the number of Cards is right.

XIII. When the Cards are wrong dealt, the Deal becomes void, the moment it is perceived; and in

that caſe there is a new Deal; and he that dealt forfeits a Fiſh to the box.

XIV. He that plays before his turn, is obliged to lay down his Cards.

XV. He that deals, is to declare that they are the laſt Cards, when there are only three Cards for each left in the Stock.

This Game is very eaſy, and affords a great deal of pleaſure to them who play it well; and when it is once learnt there is no doubt of its being found agreeable.

THE

THE

GAME of AMBIGU,

OR, THE

BANQUET.

THIS Game is very entertaining, and the rules of it are very eaſy: by the name you learn the nature of it; for in effect it is an aſſemblage of ſeveral ſorts of Games.

To play this Game, you take an entire Pack of fifty-two Cards, and throw out the Figures; and count by the Points of the other Cards; a Ten for ten, an Ace for one, and ſo of the reſt.

Several perſons may play at Ambigu, from two to ſix; but the moſt agreeable party is that of five or ſix.

Before you begin, you ſhould take a number of Counters, to which you fix what value you pleaſe, and mark the time, or number of Deals you intend to play; if the time is marked, any Player that is a loſer, has a right to quit the party before the time is expired; but never thoſe that have won, even tho' one or two of the loſing Players ſhould have

quitted: but when the number of Deals is marked, all the Players are to play till the party is finiſhed.

After theſe Points are ſettled, you ſee who is to deal, which may be by the higheſt or loweſt, as you agree: then he who is to deal, having firſt ſhuffled the Cards, and they are cut by his left hand man, he deals each Player two Cards, one after the other: and when each Player examines his Cards, he ſees if he has a proſpect of ſucceſs, either by the Point, the Prime, the Sequence, the Tricon, or the Flux, or by any two of theſe advantages; or laſtly, by the Fredon; if he has, he ſtands his Game; if not, he ſays, *I paſs*; he then diſcards one or both of his Cards, and the Dealer gives him others in their room, and ſo of the reſt.

He who with his firſt two Cards has a good proſpect, inſtead of ſaying, *paſs*, ſays *Baſter*, or enough, and puts down one or two Counters, according as is agreed.

The Dealer then takes the remaining Stock, without touching the Diſcards, and ſhuffles and cuts as before, and deals in like manner by two's; which makes four to each Player.

The firſt Player then examines his four Cards, and if he ſees that he has a good Hand, he ſtands his Game, if not he paſſes; and if all the others do the ſame, the laſt, who is the Dealer, puts down two Counters, beſides thoſe which every one puts down for the Poul, and for the Deals: and obliges, by that means, every one to ſtand his Game.

You are to obſerve, that if one of the other Players has a good Game, or that he expects to have by the diſpoſition of his four Cards; or that the laſt Player will not put down the two Counters we have juſt mentioned; he ſays, *Va*, or, go; with two or three

three Counters more, or a greater number, if he chooſes it; and if nobody ſtands the Game; he takes up what was put down for the Deal; and the laſt Player beſides that, pays him two Counters; unleſs he himſelf makes the *Vade*.

If it ſhould happen that there are two or more Players, that will make the *Vade*; each of them in that caſe diſcards in his turn, what he thinks proper of his Game; or none, as he chooſes; however, he is not permitted for that time to return on the Players who make the *Vade*, before they have diſcarded, and have received at moſt four Cards for the laſt time.

When all the Diſcards are finiſhed, each Player ſpeaks in his turn; and if he has received nothing that he expected, he ſays, *paſs*; and if all the others ſay the ſame, the *Vade* remains for the next Deal.

But if any of the Players has a good Game, and having made the *Revy*, he ſets ſome more Counters than there are on the Game, he is allowed either to ſtand the Game, or to paſs; if he paſſes he takes up all, and receives from each Player, what he has of the Point, Prime, Sequence, Tricon, Flux, or Fredon: the value of each of theſe, you will ſee hereafter.

If any of the Players ſtands the *Revy*, he may then *Revy* in turn; and after the *Revys* are made, and the play ended, each Player that ſtands it, ſhows down his Game; that it may be ſeen who has won; and the others pay to him, the Sequence, Tricon, and the reſt, according as they have agreed.

The principal view at this Game, is, to make a good Point, Prime, Sequence, Tricon, Flux or Fredon; terms that we ſhall now explain, and at the ſame time ſhow their value.

An Explanation of the Terms of the Game of AMBIGU, *and their Value.*

The *Point*, conſiſts of two or three Cards of the ſame Suit, as Diamonds, Clubs, &c. It is the loweſt part of the Game; the ſuperior Point takes place of the inferior, and is paid by a Mark or Counter from each Player: beſides the Poul, the Vade, and the Revys; to him that wins it. You are to obſerve, that one Card makes no Point; ſo that a Four and a Five, that make only nine, take place of a Ten, and ſo of the reſt; and in the ſame manner, three Cards of an inferior Point, take place of a two of a ſuperior.

The *Prime*, is four Cards of different Suits; this wins in preference to the Point, and is paid by two Counters from each Player; beſides the Poul, the Vade, and the Revys: and if the Points that compoſe it are above thirty, it is called the *Grand Prime*, and is paid by three Counters from each; the higher Prime takes place of the lower.

The *Sequence*, is a Teirce in the ſame Suit, as a Five, Six and Seven; this takes place of the Point and Prime; and is paid by three Counters from each, beſides the Poul, &c. the higher Sequence takes place of the lower.

The *Tricon*, is three Tens, three Nines, three Fours; or any other three Cards of the ſame rank; this takes place of the Point, Prime and Sequence, and is paid by four Counters from each; beſides the Poul, &c. and the higher Tricon takes place of the lower.

The *Flux*, is four Cards in the ſame Suit, as four Hearts, or four Diamonds, &c. and this wins in pre-

preference to the Tricon, Sequence, Prime and Point; and is paid by five Counters from each Player, beſides the Poul, the Vade and the Revys.

Theſe five are the ſimple Games that compoſe the Ambigu. We are now to ſhow thoſe that are double; as containing two of them, for which reaſon they take place of any ſingle ones.

The Tricon with the Prime, is, when three Aces, or three other Cards of the ſame rank, are joined to a fourth Card of a different Suit: by which means it takes place of the other ſimple Games; and is paid as much as the other two Games would have been paid ſeparately.

The Flux with the Sequence, takes place of the Tricon with the Prime, and of all ſimple Games; and is paid in like manner, what would have been paid for them ſeparately.

A Sequence of four Cards takes place of a Sequence of three, tho' the latter ſhould contain an higher Point than the former.

The Fredon, which is four Tens, four Aces, four Nines, &c. is conſequently higher than all the other Games, it takes place of them accordingly, and is paid eight Points for the Fredon, and two or three for the Prime, according as it is great or ſmall; the higher Fredon takes place of the lower, and that of Aces is the loweſt of all.

When the Point, the Prime, the Sequence, and the Flux, are equal, the elder wins it by right of ſeniority. Having thus fully explained the parts of the Game, we ſhall now give the laws of play.

LAWS *of the* GAME *of* AMBIGU.

I. When there are two or three Players that have an equality, the eldeſt wins it, unleſs in the Point, where two Cards in Sequence, as Four and Five, or Five and Six, take place of Two and Seven, or Seven and Four, where the Points and number of Cards are equal.

II. He that makes the ſecond Revy, cannot revy above what has been already made, after the Cards are dealt for the laſt time.

III. A Player may revy over another when they have all paſſed, and are engaged in it; the firſt may then be of the Revy with the others, and even revy above them, if he has a Game ſufficiently ſtrong to do it.

The Players may, by common conſent, regulate the Revys, that they may not be expoſed to ſo great a loſs.

IV. How great ſoever the Revy is, no one can win or loſe more than the Counters that are before him, or that are due to him by the other Players; for you cannot oblige him to ſtand to more.

V. This Game is not to be played on credit, that is to ſay, a Player is not to go for more than he has Stakes, if he would do that, you are firſt to *decave*, that is, give out freſh Counters, for which he is to pay before he plays.

VI. You have a right to demand what you have won, till the Cards are cut for the next Deal, but not afterwards.

VII. It is not permitted to take any money from your purſe, or to borrow any, after you have ſeen the third Card, therefore, after ſeeing the firſt two Cards, and finding that you have a promiſing Game,

Game, you may do it, when any one deals again, and ſtake what you think proper, by ſaying, I have ſo many Counters.

VIII. Tho' you have nothing remaining before you, or that all is engaged on the Revy, you pay nevertheleſs the value of the Game to him that wins it; that is, the value of the Point, Prime, Sequence, Flux or Tricon, &c. and as was obſerved before, all except the Vades, and the Revys.

IX. Every time there is a paſs, the Cards muſt be dealt without ſhuffling; and they are only ſhuffled and cut, when the firſt and ſecond Vades are made.

When there are not Cards ſufficient to deal to every Player, and it is to be done; after having dealt all that there are, they take up the Diſcards, which are ſhuffled, cut and dealt, to compleat the number wanted.

X. If any one of the Players foreſees that there will not be ſufficient Cards, and that they will be obliged to take the Diſcards, he is at liberty to put his Diſcard on one ſide, that they may not be taken up with the reſt; leſt the ſame Cards that were uſeleſs to him before, ſhould be dealt him again; or leſt, being good Cards, they ſhould make another Player's Game good.

XI. He who calls his Game wrong, as a wrong Sequence, Flux, or Prime, &c. pays nothing for that miſtake; becauſe to make his Game good, it muſt be ſhown down on the board; and the others ought not to mix their Cards, till they have ſeen his Game: for if they ſhould mix them with their Diſcards, he that called his Game wrong, ſhall nevertheleſs count it, by ſhowing it down in order to puniſh the others for their inadvertency.

XII. He

XII. He who has too many, or too few Cards, whether it be after the firſt Deal, or after the Diſcard, loſes the Coup or Deal, and his money; whether it is a Vade or a Revy: it is of conſequence therefore to take care of your Game, and not to aſk for more than you ought to have; as there is no penalty for him that deals them, unleſs he deals them to himſelf.

XIII. If the Dealer neglects to ſhuffle, and to have the Cards cut, when he makes uſe of the Diſcards, as we have ſaid; he ſhall be obliged to pay four Marks to the Game, and loſe the Coup without its being prejudicial to the other Players, who ſhall finiſh their Revys and the Coup, which they ſhall be paid according to the value of their Cards.

XIV. If either of the Players ſhould ſhow his Hand, or his Diſcard, he ſhall loſe the Coup, and pay four Counters to the Game.

The moſt entertaining parts of this Game, are the Revys that are made, and the curioſity the Player has of ſeeing the Cards that he draws, in hopes of finding what he wants; in which, however he is very frequently diſappointed.

This Game is very ſocial and amuſing, and therefore very fit to paſs away an irkſome hour; but as it might carry the Player too far, it is highly proper to ſet a bound to what ſhall be loſt, and never ſuffer the play to continue, after it has once reached that point.

THE

THE

GAME

OF

COMMERCE.

THIS Game is played with an entire Pack of fifty-two Cards, which all keep their natural value, except the Ace, which ſtands for eleven, and is above the King, as the King is above the Queen, &c.

Commerce cannot be played by leſs than three perſons, and it may be played by ten, or even twelve.

After having cut for the Deal, the Dealer ſhuffles the Cards, and they are cut by his left hand man: he then gives three to each Player, beginning with him on his right hand; he is at liberty to deal them ſingly, or all three together, in order, as the ſaying is, not to amuſe the board.

Every one has a certain number of Counters before him, which they eſtimate as they pleaſe, and of which each Player puts down one for his ſtake.

The deſign at this Game is, to get the Point, or elſe the Sequence or Tricon; for which purpoſe, they

they arrange their Cards, as they are diſpoſed to make one or other of them; of which here follows the explanation.

The Point, is two or three Cards of the ſame Suit, the higher diſannuls the lower; and one Card is no Point.

The Sequence is, what at Piquet is called Teirce: that is, Ace, King and Queen; King, Queen and Knave; Queen, Knave and Ten, &c. obſerving always that the higher takes place of the lower.

Laſtly, the Tricon, is three Aces, three Kings, three Queens, &c. the higher ſtill effacing the lower.

As there are only theſe three parts in the Game, he that has the higheſt Point wins, when there is no Sequence or Tricon; ſo he that has the higheſt Sequence wins, when there is no Tricon; the Tricon winning in preference to the Sequence, and the Sequence to the Point.

He that deals is called the Banker, and the Stock is called the Bank: the Banker has ſeveral privileges, and he has alſo ſome diſadvantages, as we ſhall ſee hereafter.

There is no Card turned up at this Game, as there is no Trump.

When the Cards are dealt, the Banker places the Stock before him, and ſays, *Who will Trade*; the eldeſt Player having examined his Hand, ſays, *For ready Money*, or, *I Barter*, of which he has the choice; and ſo the ſecond, third, &c.

Trading for money, is to take of the Banker, a Card from the Stock, in room of another Card that you give him, which he places under the Stock, and you pay the Banker a Counter for that Card.

Trading by Barter, is changing a Card with the Player on your right; and nothing is paid for that:

and

and in this manner they commerce, each one in his turn, till one of them has found what he wanted.

He that is the firſt that finds the Point, the Sequence, or the Tricon, ſhows down his Game, and is not obliged to ſtay till the other Players begin a freſh Tour, after that is found: and if one of them has a Hand that he chooſes to ſtand, and ſhows it down without trading, thoſe that are to ſpeak after him, cannot trade that Tour, and if he is the eldeſt Hand, nobody can trade.

When one of the Players has ſtop'd the Commerce, he that has the higheſt Point, Sequence, or Tricon, wins, and they begin a freſh Deal; he that is on the right hand of the Banker dealing.

We ſhall now ſhow the privileges and advantages of the Banker.

And firſt; he receives a Counter from each Player that trades for money, for every Card that he gives from the Stock.

He gives nothing to any one, although he trades with the Bank.

If there ſhould be an equality of Points among ſeveral Players, and there is no Sequence, or Tricon, the Banker wins the Poul, in preference to the other Players.

Tho' he gives nothing for trading with the Bank, he receives nevertheleſs a Counter from each Player, who trades with the Bank, when he wins the party.

He can equally with the other Players trade by Barter; and he muſt likewiſe furniſh his left Hand neighbour with a Card from his Game, if he deſires it, without money.

Let us now ſee the diſadvantages of the Banker.

And firſt, whatever Game he may have, if he does not win the Poul, he is obliged to pay a Counter

Counter to him that wins: becauſe he is always ſuppoſed to have been at the Bank.

If he has Point, Sequence, or Tricon, and does not win the Poul, becauſe another Player has one that is higher, he pays a Counter to each Player; to which the other Players are not liable.

So you ſee that as he has ſome advantages, it likewiſe ſometimes happens, that tho' he has drawn little or nothing from the Bank, he is forced to pay more Counters than he has received.

It is needleſs to make a ſeparate article of the laws of this Game, as they are contained in the directions we have given: we ſhall only add, that if the Pack is found falſe, or if the Deal is wrong, or that there ſhould be a faced Card, there muſt be a new Deal.

This Game which has nothing of the old one, but the name, the manner of playing it, being new, and more diverting; has many Partiſans, as well in *Paris*, as in the Provinces: it is a very ſocial Game; for as we have ſaid, a dozen perſons may play at the ſame time, and it is a Game of Commerce, as you win or loſe in proportion as you eſtimate your Counters.

They formerly play'd till one of the Players had loſt his Stake, which ſometimes carried the Game too far, and ſometimes by the ill luck of a Player, it was finiſhed, juſt as it begun: it is more eligible therefore, to regulate the number of Tours, as at Quadrille: when there are twelve Players, they may, therefore, play five Tours, and in proportion, as the number is leſs: a Tour is till each one of the Players has dealt once; and the party is commonly finiſhed in about an hour.

THE

THE GAME OF TONTINE.

THE rules we here give for playing this Game, are entirely new; nothing of this ſort having yet been publiſhed; for the Game is almoſt unknown at *Paris*; though much play'd in ſome Provinces; and as it is highly entertaining, there is reaſon to expect that it will be well received.

Tontine may be play'd by twelve or fifteen perſons; the more the merrier.

All the ſmall Cards are here uſed, that is, it is play'd with an entire Pack of fifty-two Cards.

Before they begin, every one is to take a Stake, conſiſting of twelve, fifteen, or twenty Counters, more or leſs: each of which they value as they pleaſe: and at the beginning of the party, each Player puts three Counters into a box, which is on the middle of the table; then he who is to deal, being cut to by him on his left hand, turns up a Card

Card from the Stock, or each Player, according to his rank, and gives at the ſame time one to himſelf.

The Player whoſe Card turn'd up is a King, draws three Counters from the box, for his own profit; if it is a Queen he draws two; and for a Knave one; he that has a Ten, neither draws or pays any thing; he that has an Ace, gives one Counter to his left hand neighbour; he that has a Duce, gives two, to his ſecond left hand neighbour; and he that has a Three, gives three to his third left hand neighbour: as for him that has a Four, he puts two of his Counters into the box; a Five puts one there; a Six two; a Seven one; an Eight two; and a Nine one; obſerving to pay, and to be paid, exactly what is due.

Then he who is on the right of the firſt Dealer, takes up the Cards and deals; and this Deal is play'd in the ſame manner as the firſt; and each Player deals in his turn.

They who have loſt all their Counters are dead; but they do not die without hope; ſeeing that any one of them may revive again, by the aſſiſtance of an Ace, which may be in the hand of his right hand neighbour, for which he receives a Counter; or by means of a Two, that may be in the Hand of his ſecond right hand neighbour, for which he receives two Counters; or by a Three, in the Hand of his third right Hand neighbour, for which he receives three Counters.

The Player who has a ſingle Counter only, has the ſame right to play, as he that has ten or twelve; and if he ſhould loſe two or three Counters that Deal, he can only pay what he has got, and has his diſcharge.

The

The deceas'd Players have no Cards before them, nor do they deal, though it comes to their turn, unleſs they are lucky enough to come to life again, then they play on, juſt as if they had never died.

He who outlives all the reſt, by having Counters left, when theirs are gone, wins the party, and enjoys what all the others have depoſited.

THE GAME OF LOTTERY.

OF all the Games on the Cards, LOTTERY is without doubt, the moſt amuſing, and the Game of the greateſt commerce. A great excellence of this Game is, that it is moſt agreeable when there is a great number of Players; for it may be play'd by ten, twelve, or more; but not well with leſs than four or five Players.

They play with two entire Packs of Cards, one of which ſerves for the Tricks, and the other for the lots or prizes.

Each Player ſhould take a certain number of Counters, more or leſs, that, and their value depending on the will of the Players.

Theſe

Theſe Points being ſettled, every one gives the Counters he has, for his Stake, and being put all together into a box or purſe, on the middle of the table, they compoſe the fund of the Lottery.

The Players being all ranged round the table, two of them take the two Packs of Cards, and as it is of no importance who deals, as there is no advantage in being eldeſt or youngeſt, the Cards are commonly preſented in compliment, to ſome two of the Players.

The Dealers after well ſhuffling the Cards, and having them cut by their left hand neighbours: one of them deals a Card to each Player, and all theſe Cards are to remain turn'd, and are call'd, the *Lots:* each player then places on his Lot, what number of Counters he thinks proper; they ſhould obſerve, however to make them one higher than the other, that there may be few as poſſible of the ſame value.

The Lots being thus prized, he who has the other Pack, deals likewiſe to each Player one Card; which are call'd, the *Tickets:* each Player having received his Card, the Lots are then turn'd, and each examines whether his Ticket anſwers to any of the Lots; for example, if the Lots are, the Knave of Clubs, the Queen of Hearts, the Ace of Spades, the Eight of Clubs, the Six of Diamonds, the Four of Hearts, the Three of Spades, and the Two of Diamonds; he or they, whoſe Cards correſpond to any of thoſe, take up the Lot or prize that is mark'd on that Card.

The two Dealers then collect thoſe Cards, that belong to their reſpective Packs, and after having ſhuffled them, deal again in the ſame manner as before, the lots being laid down and drawn by the Tickets, in the manner we have juſt mentioned;

and

and ſuch lots as remain undrawn, are to be added to the fund of the Lottery.

This buſineſs continues till the fund is all drawn out, after which, each Player examines what he has won, and the Stakes are paid in money, by him who drew the Lottery; whoſe buſineſs it is, to collect and divide it.

If the party ſhould laſt too long, inſtead of giving only one Card to each, for his ticket, you may give two, three, or even four, one after the other, according as you would have the party continue: the encreaſing the value of the lots likewiſe, helps greatly to ſhorten the party.

This Game is highly diverting, and affords an uncommon pleaſure; and as it is attended with no difficulty, it cannot but be agreeable; for even thoſe Players, whoſe vivacity prevents them from giving the leaſt attention to their Game, may here play without any diſadvantage, as it is altogether a Game of chance, and where no great riſk is run, the loſs being always confined to a certain number of Counters.

THE GAME OF MACOMMERE, ACCOMMODEZ-MOI; OR HELP ME, NEIGHBOUR.

THIS Game reſembles much that of Commerce; and tho' it is ſcarce ever play'd by a certain claſs of people, it is nevertheleſs very diverting, and the pains that have been taken to give it a new turn, it is likely, will engage many perſons to amuſe themſelves with it; being beſides very eaſy, and a Game that cannot be attended with any great loſs.

It is ſo called, becauſe, the whole buſineſs of the Player at this Game is to endeavour to accommodate himſelf by his neighbour; as you will ſee by what follows.

This Game is play'd with an entire Pack of fifty-two Cards: and it may be play'd by ſeven or eight perſons, each one having a Stake, conſiſting of as many Counters, as you pleaſe, and the Counter is valued according to what you intend to win or loſe: you are likewiſe to determine how much the Stake ſhall be for him that wins the Game.

After

After ſeeing who is to deal, the Dealer ſhuffles, and the Cards are cut by his left hand Player: he then gives to each three Cards, either one after the other, or all together, and then places the Stock on the table, without turning any Card, as there is no Trump at this Game.

The Cards being dealt, all that you have to do is to try to get the Point, the Sequence, or the Tricon: the Tricon takes place of the Sequence, and the Sequence of the Point: and the higher always takes place of the lower, when there are two of the ſame ſort; and he of the two that is neareſt the right hand of the Dealer, when there is an equality.

You are to obſerve that the Ace is above the King, and goes for eleven Points.

The Point at this Game, conſiſts in having three Cards of the ſame Suit; which is alſo called a Flux.

The Sequence is three Cards that follow in their natural order; as Ace, King and Queen; King, Queen, Knave; Five, Six and Seven, &c. and is that which is called a Teirce at Piquet, with this difference, that at Piquet the Cards muſt be all in the ſame Suit, which here is not neceſſary, provided they follow in proper order.

The Tricon is three Aces, three Tens, or any other three in like manner.

The eldeſt Hand, in order to accommodate himſelf with the advantages we have juſt mentioned, ſeparates from his Game, ſuch Card as ſuits him leaſt, and giving it to the Player on his right hand, he ſays, *Neighbour, help me*, or accommodate me, who gives him in return the Card of his Game that he finds leaſt uſeful; and if he is not contented with his Hand, he in like manner changes with his right hand neighbour; and ſo the reſt; till ſome

one

of them has found what he wanted; in which caſe he ſhows down his Cards, and if nobody has a better Point, Sequence, or Tricon, than himſelf, he wins the party.

You will remember what was before ſaid, that the Tricon takes place of the Sequence, and that of the Point; and that when there is an equality, the elder Hand wins it.

He that wins by the Point, draws the Poul only; but he that wins by the Sequence, gets not only the Poul, but a Counter from each Player, and he that wins by Tricon, gets beſides the Poul, two Counters from each Player.

It is to be obſerved, that frequently, after the Players have paſs'd all their uſeleſs Cards about for a long time, they are not able to accommodate themſelves by the firſt Deal, and in that caſe being tir'd with ſearching to no purpoſe, the Dealer gives to each of them another Card from the Stock, and receives one from each Player in their room, beginning with the right hand Player, and dealing from the top of the Stock; but this can only be done by common conſent; for otherwiſe there muſt be a new Deal.

When each Player has got a freſh Card, they make the ſame Tour as before, each endeavouring to accommodate himſelf by his neighbour, till one of them has got a Point, Sequence, or Tricon: they may even draw a ſecond Card from the Stock, if they cannot ſuit themſelves by the firſt; but that ſeldom happens, for they rarely deal more than twice.

There is no other penalty for dealing wrong, than dealing again: if the Pack is falſe, the Deal is void, but the preceding ones ſtand good; and even that, if it is finiſhed, that is, if any of the Players has won.

THE

THE GAME OF GUIMBARDE, la MARIEE, OR, THE BRIDE.

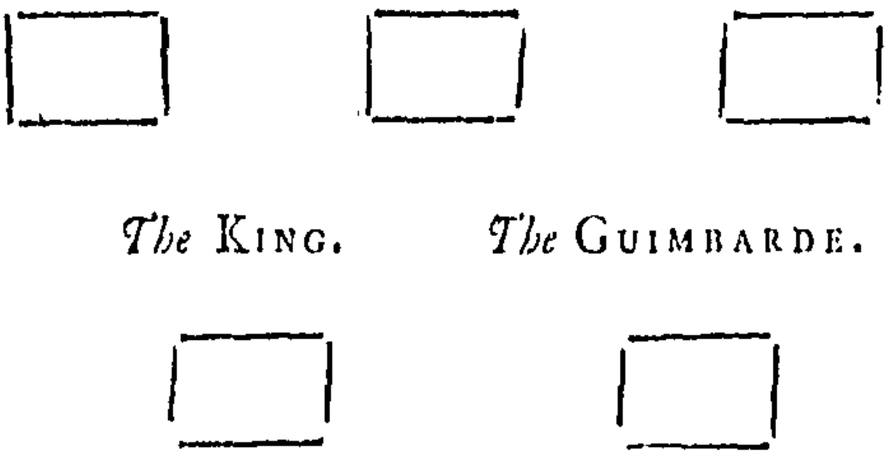
THE name this Game bears, ſhows the pleaſure that is to be expected in playing at it; it is called *la Mariée*, or the Bride, becauſe a marriage is the principal advantage at the Game: the word *Guimbarde* was invented, to ſignify a dance formerly in vogue; which was full of diverting poſtures.

Several perſons may play at this Game, from five to eight or nine: and in that caſe they play with an intire Pack of fifty-two Cards; but if there be only five or ſix, all the ſmall Cards to the Six or Seven, are thrown out; provided that there be enough left to make a proper Stock.

The Players are to have a number of Counters, which they value as they pleaſe according as they intend to play high or low.

That done, there are five little ſquare boxes, of the ſhape of a Card; one is for the Guimbarde, who is the Bride; another for the King; a third for the Fool; a fourth for the Marriage, and the laſt for the Point: and theſe boxes are rang'd as in the following ſcheme.

FIGURE *of the* BOXES.



Each Player puts a Counter into every box: they then ſee who is to deal; and he that deals, having ſhuffled the Cards, and had them cut by the Player on his left, deals to every one five Cards, by three and two; he then turns up the Card that is on the top of the Stock, and that is the Trump.

But before we proceed any further, it will be proper to explain the terms of the Game.

The *Point*, conſiſts of three, four or five Cards in the ſame Suit, one or two Cards make no Point, and the higher always takes place of the lower; and when there are two equal Points, the elder Hand wins it.

The *Marriage*, is when the King and Queen of Hearts, are in the ſame Hand; and this is a very great advantage.

The

The *Fool*, is the Knave of Diamonds.

The *King*, is the King of Hearts, ſo called by way of pre-eminence, as being the huſband of *Guimbarde*, who is the Queen of Hearts.

After every one has received his five Cards, and the Trump is made, they then examine their Hands, to ſee if they have any of the advantages we have juſt mentioned, as the King, the Guimbarde, or the Fool: they may all five come together, in the ſame Hand; as when a Player has the King and Queen of Hearts, the Knave of Diamonds, and one or two more Hearts to make the Point; which ſuppoſing it to be good, he draws the box with the Point; for the Knave of Diamonds, the box belonging to the Fool: for the King of Hearts the next box, and for the Queen of Hearts, that of Guimbarde: and laſtly for having both of them together, that of the Marriage: and when you have any one of theſe ſeparately, you draw according to what it is, obſerving always to ſhow it down, before you draw it: every one then calls his Point, and the higheſt draws it, as has been already ſaid.

After the Point is drawn, each player puts a Counter into the ſame box, and that is the Stake that is won by him that makes the moſt Tricks: to win the Cards you muſt make at leaſt two Tricks, for if every one makes one Trick, the Stake remains in the box, and ſerves for the Point the next Deal: if two Players make each two Tricks, the Cards are won by him that makes the firſt two.

The Guimbarde is always the principal Trump in the Game, in what Suit ſoever the Trump is made; the King of Hearts is the ſecond; and the Knave of Diamonds the third; and theſe three never change; the other Cards have all their common

value, except the Ace, which is inferior to the Knave, and ſuperior to the Ten, Nine, &c.

The eldeſt Hand begins the play, by leading ſuch Card as he thinks proper, and the Game is continued on, as at the Game of Trumps, each one playing for himſelf, endeavouring by all means to make two Tricks, or more if he can, in order to win the Cards.

There are other Marriages at this Game beſides that of Guimbarde; as for example, when one plays the King of Diamonds, Clubs, or Spades, and the Queen of the ſame Suit falls to him; and this Marriage ſtands good, as well that which was made by the Cards in hand.

If there is any thing further neceſſary to a perfect explanation of this Game it will be found in the following laws.

Laws of the GAME *of* GUIMBARDE.

I. If there ſhould be a Marriage made in play, he that wins it, receives a Counter from each Player, except him that play'd the Queen; but if the marriage is made in hand, nobody is exempted from paying it.

II. He that wins a Marriage in Trumps, receives a Counter, from them only that play'd the King and Queen.

III. It is not allowed to trump a Marriage, with the King or Queen of Hearts, or Knave of Diamonds.

IV. He who has the grand match in hand, that is the King and Queen of Hearts, receives two Counters from each Player, in playing the Cards, beſides the boxes that he draws: but when it is made

made on the table, it is worth only one; that is, when the King of Hearts is won by Guimbarde, to whom alone the privilege of winning the King of Hearts belongs.

V. One Counter is paid for the Fool, but if in play he ſhould be taken by the King or Queen of Hearts, he receives nothing; on the contrary, he pays a Counter to the Player that takes him.

VI. To make a Marriage in play, the King and Queen of the ſame Suit, muſt fall directly on one another; otherwiſe the Marriage does not take place.

VII. He who has the Queen to a King that is play'd, and is to play immediately after, is obliged to play it, in order to make the Marriage; or elſe he pays a Counter to each Player, for having ſpoiled the match.

VIII. He that renounces pays a Counter to each Player.

IX. He that can force, or trump a Card play'd, and does not, forfeits a Counter to each Player.

X. He that deals wrong, pays a Counter to each, and deals again.

XI. When the Pack is falſe, and it is diſcovered in the courſe of the play, that Deal is void; but if the Deal is finiſhed, it ſtands good, as do the preceding ones.

XII. No one is to play out of his turn, if he does, he forfeits a Counter to each Player for ſo doing.

Such is the manner of playing Guimbarde; and as the rules of it are very eaſy, and it requires very little attention, no wonder that it is found agreeable, as well as amuſing, for it is one of the moſt diverting Games that we have treated of, and after two or three times playing, with a little regard to the rules, the Player becomes a perfect maſter of it.

THE

GAME

OF

TRUMPS.

THERE are ſeveral ways of playing this Game, which all agree in ſome things, but differ in others that are eſſential; for which reaſon we ſhall here particularly deſcribe the different methods of playing it: the following is the manner in which it is play'd at Paris.

You take a common Pack of Cards, that is, the ſame that are uſed at Piquet, in which the Cards ſtand in their natural order, which is as follows; King, Queen, Knave, Ace, Ten, Nine, Eight, Seven.

This Game is play'd, one againſt one, or two againſt two; or ſometimes three againſt three; when they play two and two, or three and three, thoſe that are of the ſame party, place themſelves on the ſame ſide of the table, and their adverſaries on the oppoſite ſide; and thoſe of the ſame party communicate their Game to each other by ſhowing it only, and play according to their rank: but whether they play in that manner, or one againſt one, they begin by

by ſhuffling the Cards, in order to ſee who is to deal; and as the Deal is diſadvantageous, he of the two parties who cuts the higheſt Card, obliges the other to deal, which he does after ſhuffling the Cards, and having them cut by his adverſary, or by his left hand man: if there are ſeveral Players, he deals each five Cards, and takes as many to himſelf, by once two, and once three, and then turns up the firſt Card of the Stock, which is the Trump, and which remains upon the Stock.

The eldeſt Hand then plays ſuch Card as he thinks proper, which Suit the others are obliged to follow, if they have it, and to win if they can, or trump it if they have any Trumps, and have none of that Suit.

He of the two, or of the two parties, that makes three Tricks, wins, and ſets up one for the Game; and if he makes the Vole he ſets up two.

If one of the Players has a bad Hand, he is at liberty to give up the Game to the other, and if the adverſe party, or the adverſary, when they play tête-a-tête, will not accept of it, he loſes two if he does not make the Vole; inſtead of gaining one if he had accepted it.

Here follow the LAWS *of the* GAME *of* TRUMPS.

I. When the Pack is falſe, or that there is a faced Card, there muſt be a new Deal; and the preceding ones ſtand good.

II. He who deals too many or too few Cards, or any how deals wrong, takes off one from his ſcore, if he has any, if not, the oppoſite party marks one

III. He who undertakes the Vole, and does not make it, loſes two Games.

IV. He who plays before his turn, loſes one Game.

V. He who plays in the Suit led, but does not win it when he could, loſes one Game.

VI. He who having none of the Suit led, might have trumped it, and did not, loſes one Game, even tho' he that play'd before him had trump'd with an higher trump than his.

VII. He that renounces loſes two Games, or the party, as ſhall be agreed at the beginning.

VIII. He that is detected in changing his Cards, with his aſſociate, or with the Tricks that are made, loſes the party.

IX. Whoever quits the party before it is finiſhed loſes it.

There is a great deal of art in playing this Game, and it requires more attention to play it well, than at firſt ſight may ſeem neceſſary.

The common party is of five Games or Points; and you play as many parties as you pleaſe.

Another manner of playing the GAME *of* TRUMPS.

This method is better known in the Provinces than the former; it obſerves in general all the rules before mentioned; the Pack is the ſame; they ſee in the ſame manner who is to deal; they deal five Cards likewiſe to each Player; and the only difference is, that four, five or more perſons may play together, without having any connection with each other; on the contrary, each endeavours to make the moſt he can for himſelf; and when two of the

Players

Players make each of them two Tricks, he that made the firſt two marks the Game, the ſame as if he had three.

You are to obſerve, that when a Player renounces, or commits any other fault, by which he loſes a Point, the others do not augment their Points for that, but when he that committed the fault wins, he does not ſcore it, till he has given full ſatisfaction to the other Players. This Game is very diverting, and of great commerce.

A third method of playing the GAME *of* TRUMPS.

This method is the ſame as the laſt with regard to the Players, each playing for himſelf; but it differs in this, that the Ace is the higheſt Card in the Game, and conſequently takes the King; the other Cards follow their natural order.

There is alſo an advantage here for the Dealer; for example, if after dealing five Cards to each, he turns up an Ace, he *pillages*; that is, he takes the Ace that makes the Trump, and diſcards one from his Hand, as he thinks proper; and if there ſhould be more Cards of the ſame Suit that follow it immediately on the top of the Stock, he may take them likewiſe, and place ſo many others of his Game in their room.

It is the ſame, if one of the other Players has the Ace of Trumps in his Hand, he pillages alſo; that is, he takes off the Trump turn'd up and the Cards that follow it, if they are of the ſame Suit, and places as many others on the Stock in their room, that he may not have too many Cards in his Hand. This method of playing the Game of Trumps, is

call'd, *playing with the Ace that pillages:* the reſt of the Game is play'd as in the firſt manner: and the party conſiſts of as many or as few Points as you pleaſe.

The Game may be play'd in this manner, and without the Ace that pillages; it may be diverſifi-ed, by playing it ſometimes one way, and ſome-times another; ſtill having recourſe for the general rules, to the laws that are laid down in the firſt method of playing it. We ſhall now paſs on to the Game of the BEAST; which on account of the affinity it has to this, is very proper to follow it.

THE GAME OF THE BEAST.

THIS Game requires both attention and practice, to play it well.

It is ſaid to be ſo called, becauſe the Player, often thinking to win, by ſtanding the Game, loſes; but I know not why in contradiction, it is alſo called, *the Man*; unleſs it be to ſhow, that man, who is a rational being, and flatters himſelf with his ſuperior knowledge, reſembles a beaſt, when he has loſt thoſe hopes which he thought well grounded; as when playing a Game of which he thinks himſelf ſecure, he is nevertheleſs d ſappointed: but it is not our buſineſs here to philoſophize. We ſhall proceed therefore to the deſcription of the Game.

This Game is played by three, four, five, ſix, and even ſeven Players; and in that caſe, the Pack muſt conſiſt of thirty-ſix Cards, and he that deals is to turn up the laſt Card but one, which is one of his own, leaving the laſt Card for the *Curieuſe**, which is

* La Curieuse, ſignifies an inquiſitive, or prying Female.

is the laſt Card of the Game: but the beſt manner of playing it is with five Players; although the party of three is very agreeable.

When there are ſeven Players, the Pack conſiſts as we have ſaid, of thirty-ſix Cards, which include all from the King to the Six; the ſame Pack ſerves for the party of ſix Players: but when they are five, the Pack is only thirty-two, as at Piquet, and when four or three, it is of twenty-eight only, for the Sevens are thrown out.

The King wins the Queen; the Queen the Knave; the Knave the Ace; the Ace the Ten; and ſo of the reſt.

After you have drawn for the places, he that has the King deals; or elſe they cut for deal: when each Player has taken a certain number of Fiſh and Counters, which compoſe the Stake; and have ſettled the value of them, they then determine the number of Tours they intend to play: he that is to deal, then ſhuffles the Cards, and has them cut by the Player on his left; he then deals to each, five Cards, either by twice two and one, or by two and three, or three and two; or laſtly, by two, one and two; that depending entirely on his inclination; however, he is obliged to deal during the whole party, in the ſame manner in which he began.

There is an advantage at this Game, in being eldeſt Hand.

After the Dealer has given five Cards to each Player, and taken as many to himſelf, he turns the upper Card of the Stock, and leaves it turned, on the middle of the table, and that Card is the Trump.

To play the Game regularly, there ſhould be a plate, no matter whether ſilver, pewter, or earthen, which

which ſhould be turned, and placed on the table: and each Player, at the beginning, is to put down a Fiſh before him, part of which is to be under the plate, and part without; and they likewiſe put down two Counters, one for the Game, and the other for him that has the King of trumps, tho' he does not play the Game: provided the Deal is played; and he that deals puts down a third Counter, and by that the Dealer is known: when any one wins he draws the Counters, and one Fiſh only; and ſo the others till all the Fiſh are drawn, after which each Player puts down another, and this is called a Tour; when the Fiſh that were all put down together are drawn differently by thoſe who win: he that ſtands the Game and wins all the Tricks, wins not only the Game, but all that is on the Game, even the Fiſh and the Beaſts that have been made, tho' they don't go that Deal; and he receives alſo a Counter from each Player, altho' he riſks nothing by undertaking it; but the mortification of the diſappointment, when he does not ſucceed.

When he that ſtands the Game does not win, he is beaſted as many Counters as he would have won; for example, if it is a ſingle Coup or Deal, and there are five Players, he that is beaſted, pays eleven Counters; becauſe the Fiſh and the Counters that each put down, make ten, and the third Counter which the Dealer puts down, makes eleven.

We don't ſpeak of thoſe which each puts down on the plate; he that has the King of Trumps draws them, unleſs he ſtands the Game and loſes it; for in that caſe, what is for the King remains, not being drawn by any one.

When one of the Players draws the King, each puts down a Counter for the King the next Coup.

A ſingle Beaſt is to go on that Deal where it is made; or if there be two or more made the ſame Coup, which frequently happens, they are to go together; and the double Beaſts, or thoſe that are made on other Beaſts, go the next Deal, beginning always with the higheſt: when there is a Beaſt that goes on the Game, the Player don't put down any Counters for the Game, except he that deals, who always places a Counter before him; he that wins the Game when there is a double Beaſt on it, wins beſides the Beaſts that goes, a Fiſh, which he draws, and the Counters that he finds, whether for the Deal or otherwiſe; and when he is beaſted on that Coup, the Game is augmented by a Fiſh, and the other Counters that he would have won.

To win, the Player muſt make three Tricks, or at leaſt the two firſt, that is, he muſt be the firſt that makes two Tricks, or elſe he is beaſted; when we ſay the two firſt, it is to be underſtood, that none of the other Players has made three, for in that caſe, tho' he has made the two firſt, he is beaſted.

It ſometimes happens that one of the Players ſtands his Game, having (or thinking) that he has a good Hand; but that does not prevent another Player, who is to ſpeak after him, from playing if he has a Hand ſufficiently ſtrong to play againſt all; for to be admitted to play in that caſe, he muſt play the *Contre*: and it is the intereſt of the other Players to make the Contre loſe: becauſe if he loſes, he pays a double Beaſt, whereas if the firſt had loſt, he would only have paid a common one: remark therefore, that you muſt have a very good Hand to play the Contre; and that you are not admitted to do it, after you have played a Card, without declaring for it.

It

It is the buſineſs of the other Players to make him loſe that ſtands the Game, either by over-trumping him, or by throwing away thoſe Suits in which h has good Cards, as Kings, Queens, &c. when you have not a Hand ſtrong enough to make him loſe: but you are not to throw away your Cards, but when there is no danger of a Vole; for in that caſe, you are to keep every thing that poſſibly can prevent it.

When a Suit is led, you are obliged to play in it if you can, if not you muſt trump it; and if it has been already trumped, you are to trump with an higher if you can, otherwiſe it is bad play; but if it is already trumped with an higher one than you have, you are to throw away what Card you find moſt convenient for your Game.

Although we have already ſufficiently explained this Game, in whatever manner you chooſe to play; notwithſtanding, to leave nothing undetermined, we ſhall obſerve, that when the eldeſt Hand has ſeen the Game, if he has a Hand to play, he ſays, *I play*, or without ſaying any thing, he plays ſuch Card as he thinks proper, and the reſt of the Game is play'd in the manner we have ſo often deſcribed, that is, he that wins the Trick leads another Card, and ſo on till the Deal is finiſhed, or that you ſee by the Tricks that each has, whether he that ſtands the Game, has won, or is beaſted.

Or if the eldeſt Hand, not having a good Hand, does not choſe to play, he ſays, I paſs: the ſecond having examined his Game, ſays as he finds it either, I play, or I paſs; and ſo of the reſt: and if either of them ſtands his Game, the eldeſt begins the play, by leading ſuch Card as he thinks proper.

Obſerve, that if you have once ſaid, I paſs, you cannot be admitted to play; or when you have ſaid, I play, to paſs.

If

If all the Players ſhould paſs, any one of them is at liberty to play the *Curieuſe*; that is, to ſtake a Counter on the Game; the Card that was left at the bottom is then turned up, and becomes the Trump; the firſt Trump being ſet aſide; and the other Players are obliged to play in that Suit: and as this method of play is equal for all the Players, it ought to be admitted; and the more, as it adds to the variety of the Game: however, the Players ſhould content themſelves with turning one Card: the reſt of the Coup is played in the ſame manner as before.

We have ſaid at the beginning, that he who has the King of Trumps, draws the Counters that are on the plate, and tho' it is called ſimply the King, we muſt here add, that he who turns up a King, draws the Counters off the plate, the ſame as if he had it in his Hand, provided however, in both caſes, that the Coup is played, for otherwiſe the Game remains in its former ſtate.

The *Vole*, as we have ſaid, draws not only what is on the plate, but the Beaſts alſo, tho' they don't go with the Coup; and a Counter from each Player: ſo he that makes the *Devole*, that is, who ſtands the Game and does not make a Trick, doubles what is on the Game; makes as many Beaſts as he would have won; and pays a Counter to each Player.

We have only to add, that to ſtand the Game, you ought to have a Hand, by which you have a right to expect to make three Tricks, or at leaſt be well aſſured of two, which you ought in that caſe to make as ſoon as poſſible, in order to have them the firſt.

A little time and experience, will teach what Games you ought to play, the following, however, may always be played.

Queen,

Queen, Knave, and Nine of Trumps, and a King, a Knave, Ace, and Ten of Trumps, with a Queen and Knave in the ſame Suit.

King and Ace, with a King and a Renounce.

King and Queen of Trumps, either with, or without a Renounce.

Queen, Ten and Nine, with a King.

King, Ace and Nine; and the like Games; which may be loſt, but which are commonly won: when there are only three or four Players, you may ſtand with a leſs Hand.

He that renounces is beaſted: he that deals wrong pays a Counter to each, and deals again: when the Pack is falſe, the deal where it is perceived is void; the foregoing ones ſtand good.

So much may ſuffice for the Game of the Beaſt; all the rules of which are contained in the deſcription of it here given. And when it is played in conformity to them, it cannot fail of being agreeable.

THE GAME OF LA MOUCHE, OR, THE FLY.

THIS Game reſembles much that of Trumps, in the manner of play; and by the method of diſcarding, that of Ombre; with this difference, that at Ombre, thoſe who don't ſtand the Game diſcard, whereas at the Mouche, every one that diſcards ſtands the Game.

We know very little about the origin of this Game, or the reaſon why it is ſo called, but as theſe matters are not eſſential to the knowledge of the Game, we ſhall paſs them over, and proceed to the manner of playing it, for which purpoſe we ſhall lay down ſuch rules as will make it agreeable to the Player.

This Game is played by different numbers, from three to ſix Players: in the firſt caſe they make uſe

of

of a Picquet pack of Cards many Players even throw out the Sevens; in the ſecond caſe all the ſmall Cards are neceſſary, in order to furniſh thoſe who diſcard: in ſhort, according as the number of Players are, ſo ſhould the Pack be, that there may be always a ſufficient number in the Stock, (beſides the Card turned up) to give at leaſt three Cards to each Player, in caſe they ſhould all diſcard.

They cut for the Deal, it being always an advantage to be eldeſt, as by that means you have the firſt Lead; therefore after you have ſeen who deals, and each Player has taken a certain number of Fiſh or Counters, which they eſtimate either higher or lower, according to what they find convenient to win or loſe: he that is to deal, gives to each Player and to himſelf five Cards, either by two and three, or by three and two, or all five together; tho' the former methods are more eligible: he then turns up the top Card of the Stock, which is the Trump, and which he leaves turned up on the board.

The eldeſt Hand having examined his Cards, is at liberty, either to keep them, or to take in once, any number that he chooſes, up to five, and ſo after him the ſecond, and the reſt.

Obſerve, that he who takes in muſt ſtand the Game as was before ſaid: but he may ſtand it without taking in; when he has a Hand ſufficiently ſtrong: ſo when he has a bad Hand, and will not play, he is not to take in; which ſometimes happens, when a Player ſees thoſe that are before him ſtand their Game, without taking in, fearing leſt he ſhould have a bad Hand after he has taken in, and being forced to play, make the Mouche.

He that plays and wins no Trick, makes the Mouche, which conſiſts of as many Counters as there

are

are players; which the Dealer places by themſelves, and ſo every one in his turn.

When there are ſeveral Mouches made the ſame Deal, as frequently happens, eſpecially when there are five or ſix Players, they all go together, unleſs it is agreed to the contrary; but as it follows that he who deals, always places the Mouche that makes the Game, conſequently he that makes it, pays as many marks as go on the Game.

He that has no Game to play, and has not taken any Cards from the Stock; nor plays Sans Prendre, that is, without taking in; puts his Cards with the Diſcards; or under the Stock, if there is no Diſcard.

He that plays Sans Prendre, only ſays, I ſtand, and by that he is obliged to play.

The Cards are played as at the Beaſt, and each Trick that is won, draws a Counter: and when the Mouche is double, it draws two; and when triple, three; and ſo of the reſt.

If the five Cards that are dealt to any of the Players are all of the ſame Suit, that is, all Spades or Clubs, &c. altho' they are not Trumps, he that has them wins the Mouche without playing, and this is called the *Mouche*.

If ſeveral Players ſhould have the Mouche, that is, five Cards in the ſame Suit, at the ſame time; he that has it in Trumps wins in preference to the others; or elſe, he that has the greateſt Point wins it: obſerve that the Ace which immediately follows the Knave, counts ten; the Figures likewiſe, ten each, and the other Cards according to the number of their Points; and if they are all equal in other reſpects, the eldeſt Hand wins it.

He

He that has the Mouche, is not obliged to own it, tho' he ſhould be aſked by any of the Players, if he can ſave it: but if he anſwers when aſked, he muſt ſay as it is.

After he that has the Mouche, ſays, I ſtand, that is, that he does not diſcard, the other Players go on in the common courſe, without further reflection.

When they are about to play, he that has the firſt Mouche, ſhews down his Cards, and takes up all that is on the Game; and wins alſo all the Mouches that are due; and they that have laid down their Cards, that is, they who ſtand their Game, each of them makes a Mouche, of what is on the Game, without having any occaſion to play: for which reaſon, it is frequently the judgment of the Game, to aſk thoſe who ſtand their Game, if the Mouche is ſaved, which you may often diſcover by obſerving their countenances, as the joy of having the Mouche, is too great for them to conceal.

He that has the Mouche is not obliged to declare it, as we have ſaid, and it is even the intereſt of him that ſtands the Game, to let the others believe that he has it; for which reaſon, whether he has or has not, he ſhould not anſwer, for as we have ſaid before, when he does anſwer, he muſt ſpeak the truth; and it is the advantage of him that ſtands the Game, to have as few competitors as poſſible, as by that means he is the leſs expoſed to make the Mouche: however, if a Player is well aſſured of his Game, by having a very good Hand, he may declare the Mouche ſaved, in order to induce the others to play, in hopes of making ſeveral Mouches, if ſome of them that play make no Trick.

He that renounces makes a Mouche of as many Counters as there are on the Game; and he that paſſes

paſſes a Card which he could have won, either by playing a higher in the ſame Suit, or by trumping, makes the Mouche alſo.

If any one is detected in tricking at the Game; or in taking in Cards that he had laid out, in order to mend his Hand; he makes the Mouche; and is not to be ſuffered to play any more.

He that deals wrong, deals again, there being no penalty for that: and when the Pack is falſe; that Deal, where it is diſcovered, is void; the former ones ſtand good.

There is no freſh Deal on account of a faced Card, becauſe of the Diſcard.

Such is the manner of playing the Mouche; with which the Player cannot but be entertained, if he plays agreeable to theſe directions.

THE GAME OF THE MAN D'AUVERGNE.

THERE is a great ſimilitude betwixt this Game and that of Trumps. Different numbers of perſons may play at the MAN D'AUVERGNE from two to ſix: The number of cards uſed is thirty-two; but when there are but two or three players, only twenty-eight are uſed, the four Sevens being thrown out: The cards follow their common rank, viz, King, Queen, Knave, Ace, Ten, Nine, Eight, Seven; when the Sevens are made uſe of.

After you have cut for deal, the dealer ſhuffles the cards, and when cut by him on his left, he deals to each player and to himſelf, five cards, by two and three; after which he turns up the next card, and that card is trumps; each player then examines his game, as at the Beaſt; and if none of them has a good hand, they ſay, Paſs; and in that caſe they can return; that is, turn up the card that is at the bottom, which becomes the trump, in room of the firſt card turned; and they may return a ſecond time, ſo that there may be three cards turned up in all, if the firſt two are not agreeable

to

to any of their games: He that ſtands his game is to make three tricks to win, or at leaſt the two firſt that are made, if the tricks ſhould be divided.

The following laws will fully explain every thing that is neceſſary to be known concerning this game. The party commonly conſiſts of ſeven games; but that depends on the players, who may make it as long or as ſhort as they pleaſe.

LAWS *of the Game of the* MAN D'AUVERGNE.

I. When the pack is falſe there muſt be a new deal; but the preceding ones ſtand good, and even that, where it is perceived, if it is entirely finiſhed.

II. He that deals wrong, loſes a game; and deals again.

III. When there comes one or more faced cards in the deal, there muſt be a new one.

IV. If the King is the turn-up card, whether it be the upper or the under card of the ſtock, the dealer wins a game for each King that he turns up.

V. He that has the King of Trumps in his hand, wins one game by that King; and as many more as he has other Kings with the King of Trumps.

VI. He that plays before his turn, forfeits one game to the board.

VII. He that renounces, loſes the party; that is, he has no further pretenſions to it.

VIII. He that ſtands the game, and loſes it, is taken down one game; for the profit of him that wins.

IX. He that has in his hand the King of the ſuit turned up at the bottom of the ſtock, has the ſame right as he that has it of the firſt turned card, that is to ſay, he makes one game for his King,

and

and one for every other King that he has; provided however, that he has not already had the King of trumps, for which he has marked.

X. If it ſhould happen that a player after the return, in the courſe of play, ſhould loſe the firſt King of trumps, either by its being trumped, or otherwiſe, he that wins the trick, gains one mark from him that loſes the King; and ſo for the other Kings, for which the marks are won.

This game is very eaſy, for with a little attention to the rules here given, it may be ſoon played with facility; not requiring ſo cloſe an application as many other games of which we have treated.

THE

GAME

OF THE

FARM.

ALthough this game is ſomewhat ancient, it is nevertheleſs ſtill played in many province: It is certainly a game of ſociety, for the more players, the more agreeable the game: Ten or twelve perſons may play at the ſame time; a complete pack of cards is here made uſe of, except the eights, which are thrown out, becauſe the Seize, that is the number ſixteen, would otherwiſe too frequently occur, and by that means the Farmer would be too often diſpoſſeſſed; and for the ſame reaſon there is only one ſix made uſe of, which is the ſix of hearts, for with the tens the Seize would be again too frequently made: The ſix of hearts is called by way of pre-eminence *The Brilliant.*

You are to remember, that he who makes the Seize by means of the ſix of hearts, wins in preference to all the others, their other cards being equal; for he who wins with two cards, takes place of him who wins with three; for example, a nine and ſeven take place of a ſeven, ſix and three; but when the number of cards is equal, the elder hand

wins

wins it; unleſs when the ſix of hearts is concerned as we ſaid before.

The *Farmer*, is one of the players, who takes the Farm at the higheſt price, whether at ten, fifteen, or twenty pence, more or leſs; and he that diſpoſſeſſes the Farmer, takes it: the price of the farm being ſet apart.

The Farmer is always the dealer; who after the cards are cut by his left hand man, gives one card to each Player from the top of the pack: He afterwards gives from the bottom of the ſtock, to thoſe who require it; and beginning at the right, he gives to each player as many cards, one after the other, as he demands; when a player has a certain number of points, and is fearful of paſſing the Seize, he is at liberty to ſtand his game, and not to take any cards; and in that caſe he pays nothing to the Farmer: but he that by taking a ſecond card, paſſes the Seize, which is the number that is to be exactly made, to diſpoſſeſs the Farmer, he pays to the Farmer as many counters as he has points more than ſixteen; for example, if he has a nine in hand, and draws a ten, he pays three counters to the Farmer, becauſe he has nineteen, which is three more than the Seize; and ſo of the reſt in proportion: With regard to the value of the cards, they reckon as they are marked, the Ace for one point, and ſo the reſt, the figures each counting ten points.

When you have a point that comes near to ſixteen, you ſhould ſtand for two reaſons; the firſt, becauſe you riſk nothing to the Farmer; and the ſecond, becauſe you may gain the counters which each one has depoſited for the game; which he who has the neareſt number leſs than ſixteen wins, if no one diſpoſſeſſes the Farmer; for he that does, wins

not only the price of the Farm, but the counters alſo, that each player has ſtaked for the game.

He that diſpoſſeſſes the Farmer, becomes Farmer himſelf, unleſs it is agreed that he ſhould always be Farmer; or that every one ſhould take the Farm in their turn; in either caſe, he that is the Farmer, takes the cards and deals in the ſame manner as at firſt.

Obſerve, that every Farmer is to depoſite, by way of ſecurity, the price agreed on for the Farm, which he that diſpoſſeſſes him wins.

The Farmer is reimburſed by means of the counters which every player pays him, who has more than ſixteen points.

Obſerve, that though every player has a right to demand as many cards as he pleaſes, from the banker, yet he is only to do it in his turn, and one card after another.

When there are two equal points for drawing the game, the eldeſt hand wins it. We ſhall now ſhew another way of playing this game, which is not ſo much in uſe, but is, notwithſtanding, altogether as diverting.

Another Manner of playing the Game of the FARM.

You play with the ſame cards, but cut for deal; and by this method of playing it, he that holds the cards, gives to himſelf, as well as to the others, one or more cards, in his turn, as he finds it convenient for making the Seize: The Farm is made by the counters which they who over-run the Seize pay; whereas it is the Farmer that furniſhes it when there is one; ſo he that wins the Farm, takes all the counters that are collected together, and the

counter

counter that each player puts down for the game; which he who comes neareſt to the Seize wins, when nobody wins the Farm.

Obſerve always, that when the point is equal, the elder hand has it. Every one deals in his turn; and there is much more equality in this method of playing it, than in the other; and not leſs pleaſure.

There are no other rules neceſſary for the playing this game; which does not require any great attention, or that ſilence, which is ſo neceſſary at moſt other games.

THE

GAME

OF

HOC.

THIS game has two names, viz. Hoc-Mazarin, and Hoc-de-Lyon; which are played differently; but as the firſt is the moſt in uſe, we ſhall content ourſelves with deſcribing that only.

The Hoc-Mazarin, is played by either two or three perſons; in the firſt caſe they deal fifteen cards to each, and in the other twelve. The pack conſiſts of all the fifty-two cards.

This game is a ſort of Ambigu, as it is compoſed of piquet, and other games; and takes its name from ſix cards, which make the Hoc.

The privileges of theſe ſix cards are, that they are aſſured to him that plays them; and that he may play them for what other cards he pleaſes.

The Hoc's are, the four Kings, the Queen of ſpades, and the Knave of diamonds: either of which are worth a counter to him that plays them.

After

After you have agreed how long you intend to play; ſtaked three counters for the game, which counters you eſtimate as you pleaſe; and one of which goes for the Point, the ſecond for the Sequence, and the third for the Tricon, or as the preciſe ladies call it, Fredon * or Triolet: You cut for deal, and he who is to deal, having ſhuffled the cards, and had them cut by his left hand man, deals the number already mentioned.

The eldeſt hand begins by calling his Point; or ſays *Paſs*, if he ſees that he has a ſmall game; or by a Revy, if he has a good one: If he paſſes, and the others revy, by ſaying two, three or four, on the point, he may recal himſelf. You may revy on him that has revyed, up to twenty counters, or under; and ſo thoſe that follow, going on to twenty; at leaſt you can if you chooſe it, and he that wins the point, takes it up, with all the Revys, but the other two players do not pay him any thing.

This done, you call your Sequence, or elſe paſs, that you may return, if you chooſe it;; in caſe the others ſhould revy on their Sequence: for then the firſt that had paſſed, may do it alſo.

When there is no Revy, and it is a ſingle game, he that wins the Sequence, receives a Counter from each player, for each ſingle Sequence that he has in his hand: He that has the beſt, telling alſo the leaſt that he has. From the Sequence, you

* Tricon or Fredon, both ſignify what in Engliſh is called a Gleek, as has been before explained. Triolet, commonly ſignifies a copy of verſes, conſiſting of three ſtanzas.

paſs on to the Tricon, where you may revy in the ſame manner as at the Point.

The point is, as has been already ſaid, ſeveral cards in the ſame ſuit; he that has the moſt wins it; and when the number of cards are equal, he that has the higheſt point wins it. The Ace tells for one point; the Figures ten each; and the other cards as they are mark'd.

The *Sequence* is three cards in the ſame ſuit, that immediately follow each other; the ſequence of four cards is better than that of three; that of five, than that of four, and ſo of the reſt; and when the number of cards is equal, he that has the higheſt ſequence wins it: The higheſt ſingle ſequence is Queen, Knave and Ten, and the loweſt, Ace, Two and Three.

The *Tricon*, is three aces, three two's, and ſo of the other cards, up to the Queens.

If by chance they paſs the Point, Sequence and Tricon, and conſequently draw nothing; the ſtake is double for the next deal; and he that wins, wins double, although he has but a ſingle game, and draws beſides that, a counter from each player.

When there is a ſequence or tierce to the king, altho' the ſtake is only ſingle, he that wins it, receives two counters; and the ſame is paid to him who wins with a ſingle ſequence, when he has in hand a ſequence of four cards, that is, a quart to ſome card which he may have, up to the knave; and if the game is double, each player pays four.

Three counters are paid, for the quart to the king, though it is a ſingle game; and ſix when it is a double one.

He that wins with a ſequence to a quint, that is, five cards that immediately follow each other, is paid

paid three counters when it is a ſingle game, and ſix when it is double.

He that has a quint to a king, although the ſtake ſhould be ſingle, receives from each player four counters, and eight if it is double; and no more is paid for the Sixiemes, &c.

When the game is ſingle, he that wins the trick, draws two counters from each player, and when it is double four.

Four counters are paid for three kings when the game is ſingle, and the ſame for four queens, four knaves, &c. and the double when the game is double: Four kings at a ſingle game is worth eight counters, and at a double one ſixteen; provided always that he who has them wins; and who by means of a high ſequence may paſs thoſe that are inferior, as has been ſaid; and who by means of a high Tricon, is paid for lower ones, which he may have on a common game.

You are allowed to revy on the Tricon, as well as on the Point and Sequence.

After having deſcribed the rewards and advantages that are to be derived from the point, ſequence, and tricon, when you win them; and ſhewn the advantages and privileges of thoſe cards that are called Hoc; it remains to explain the manner of playing the cards; which is as follows:

Suppoſe the eldeſt hand has in his game, a two, a three and a four, or other like cards that are in ſequence, though they are not of the ſame ſuit, and that the two other players have no card to play above that where he ſtops; the laſt card he plays is the Hoc, for which he receives a counter from each player, and begins again by one of his loweſt cards, as there is a better chance of his coming in afterwards

wards by a high one: And if, for example, he plays the Ace, he ſays Ace, and if he has not the two, he ſays *ſans two*, that is, without two; and he that plays next, and has the two, plays it, and ſays two, three, four, and ſo on, till he wants the next card, when he ſays, for example, ſeven ſans eight; and ſo of the reſt; and when the other players have not the card next to that which he plays, the laſt card is the Hoc; and he receives a counter for it, from each player; and it is the ſame of all other cards, as thoſe we have mentioned: And when the next player to him who ſays, for example, four ſans five, has not the five, but has one of thoſe cards that are called Hoc, he may play it in the room of the five, as was before ſaid, the Hoc's going for whatever you pleaſe to make them; and he then leads ſuch card as he thinks convenient for his game, and receives a counter from each player for the Hoc he played.

The player is to uſe his beſt endeavours to get rid of his cards at this game, ſeeing that you pay two counters for every card that remains in your hand from ten to twelve, and one for every card under ten; and if there is only one card, the player pays ſix counters for that one card, and four for two cards.

He that has Carte Blanche, that is, who has no figures in his hand, receives for that, ten counters from each player; but if there are two players that have Carte Blanche, the third pays nothing to either of them.

He who by miſtake, ſays in play, four ſans five, when he has a five or any other number in like manner, pays for ſo doing, five counters to each player, if it is diſcovered.

He that calls leſs points than he has, cannot re-

cal

cal them; and if he loſes his point by that means, there is no remedy.

When the game is played in this manner, it is very diverting. It is needleſs to give ſeparate laws for the playing it, as every thing that is peculiar to it, is contained in the foregoing directions, and the general rules of play, are the ſame as at all other games.

THE GAME OF L'EMPRUNT.

THIS game has a great reſemblance to that of Hoc, but as there is ſome difference in the manner of playing it, we ſhall only ſhew, wherein that difference conſiſts: It is called l'Emprunt, or borrowed, becauſe in fact, the players are continually borrowing of each other.

After you have agreed what you play for, as at Hoc, and ſeen who is to deal, the cards are cut by the player on the left of the dealer, and he then deals every one a certain number of cards; which when there are ſix players, is eight to each; but when there are only five or four, ten cards each; but the two loweſt cards of each ſuit, which are the ace and two, are firſt laid out; if there are three players, they muſt have each twelve cards, and then the threes are likewiſe laid out; ſo that of the forty cards, of which the pack conſiſts, there remain only four.

When the eldeſt hand has played ſuch card as he thinks proper, the ſecond is obliged to play the next card

card to it in the ſame ſuit, and if he has it not, he is obliged to borrow it of him that has it, for which he pays him a counter; the third player is in like manner to play the next card, if he has it, or elſe he muſt alſo borrow it: and ſo all the reſt, going always from the right hand to the left, till there is no more of that ſuit left.

He that is on the right of him who played the laſt card, whether it was from his own hand, or by borrowing, begins a freſh lead, in what ſuit he thinks fit; and the ſame manner of play is obſerved, till one of the players has no cards left, and he that has firſt played all his cards, wins the party, and conſequently takes up whatever is on the game, and is alſo paid what has been agreed on for the cards that remain in the Hands of the other players.

But if it ſhould happen by a Card's being in the ſtock, it cannot be borrowed of any of the players, it is taken from the ſtock, and ſo much is payed to the board, as would have been paid to the player.

There is a great advantage in being firſt player, becauſe he begins with the ſuit which is moſt advantageous for his game, and in which, as has been ſaid, the other players are obliged to play.

This game is leſs difficult than that of Hoc, but not leſs agreeable; both for the facility that is in playing it, and for the commerce that ariſes in the courſe of play, without being expoſed to any great loſs.

THE

THE GAME OF POQUE.

THIS game alſo much reſembles that of Hoc: The number of players are from three to ſix; the number of cards is thirty-ſix, when there are ſix players; but when there are only three or four players, thirty-two only, the ſixes being then thrown out.

After cutting for deal, and the cards being cut by the player on the left of the dealer, he gives to each player five cards, by two and three.

It is an advantage to the eldeſt hand. The players for their conveniency ſhould each take a ſtake, which is commonly twenty counters, and four fiſh, valued at five counters each, the value of the counter being ſet as high or as low as you pleaſe.

There are ſix Poques, that is, ſix little boxes, about the ſize of a card, and which are made low before; theſe are placed in a line on the table, and each Poque has its name wrote on it: The firſt is marked Ace; the next King; the next Queen; the next Knave; the next Ten and Nine; and the laſt Poque.

The

The players put at the beginning a counter into each Poque; and then the dealer having dealt the cards in the manner that has been ſaid, he turns up one on the ſtock; and if it is one of thoſe that are mark'd on the Poques, that is ace, king, queen, knave or ten, he takes the counters that are in the box, mark'd with the name of the card turn'd up.

The players then examine their games, to ſee if they have any poque, that is, whether they have two, three or four aces, and ſo of the inferior cards; the ace being the higheſt card on the game.

He who is to ſpeak, ſhould ſay, in order to take up the poque, I poque with one, two, or more counters, if he chuſes it, and if they who follow him have it likewiſe, they may either hold him to the ſtake he ſets, or revy on it if they pleaſe, or elſe give it up, without riſking the revy, which they muſt pay if they loſe.

After the revys are made, each one declares his poque, and ſhews it down, and he that has the higheſt wins, not only what is in the poque, but alſo all the revys that have been made. When one of the players ſays, I poque ſo much, and nobody anſwers to it, either not having any poque, or only a ſmall one; he that ſpoke firſt, takes up the poque, without being obliged to ſhow his game.

The poque *de Retour*, that is, the turn'd up poque, which is two ſevens in hand, and one turn'd up, takes place of two aces in hand; and ſo the other cards: For a ſtill ſtronger reaſon, the poque of three cards, takes place of that of two; and that of four, of that of three, altho' the poque with the feweſt cards is much ſuperior by the value of the cards.

When the poque is drawn, the players examine whether they have the ace, king, queen, knave, or ten,

ten, in the ſuit that is turn'd up; and he that has one or more of them, takes up the poque mark'd with the cards he has; and thoſe that are not drawn, remain for the next deal. Let us now ſee the manner of playing the cards.

You are to remember, that to play well at poque, you muſt always endeavour to get rid of your ſmall cards, becauſe it frequently happens, that not being able to come into play again, they remain in your hand, which is a diſadvantage, as he that has the moſt cards left, when one of the players has quite cleared his hand, is obliged to pay to each player, as many counters, as he has cards in his hand.

It is prudent likewiſe to get rid of your aces as ſoon as you can; you ſhould play them before all the reſt, becauſe you run no riſk of loſing the lead by ſo doing, as there can be no cards played above them; and then play thoſe cards where you have the ſtrongeſt ſequence, as for example, ſeven, eight, nine, &c. and ſo of the reſt.

Suppoſe therefore that you begin with playing the ſeven, you ſay ſeven, eight, if you have the eight in the ſame ſuit, or elſe you ſay ſeven ſans eight, or without eight; and he that has the eight of that ſuit plays it, and continues to play on with the nine, if he has it, or elſe he ſays, ſans nine; and ſo of the others: And if none of the players has the card that is called, he that ſpoke firſt, plays ſuch card of his game as he thinks proper, naming it in the ſame manner; and this method is obſerved, till one of them has cleared his hand of all his cards; and he that does it firſt, receives a counter for each card, that the other players have in their hands; and he that has the moſt cards, pays at the ſame time, as many counters to each player, as he has cards in his hand.

When

When the game is played in this manner, it affords a good deal of entertainment; it is alſo a game of commerce; and does not require any great application, ſeeing that each ones game is made without his attention, by the cards that are play'd. It is advantageous at this game, when you are eldeſt hand, to have ſeveral cards in the ſame ſuit; and always to have high cards, as they are much more eaſily diſpoſed of.

THE

THE

GAME

OF

ROMESTECQ.

THIS game is not play'd without ſome difficulty: It takes its name from Rome, which is one part of the game; and Stecq, the name of another part of it.

It is play'd with thirty-ſix cards, including all from the king to the ſix.

This game may be played by two, four, or ſix perſons; when there are four or ſix, they cut for partners; and if they are ſix, the player who is in the middle, takes the cards, and gives them to the player in the middle of the other ſide, to cut for deal; and he that cuts the higheſt card may either deal or order the other to deal: There are who ſay, that it is an advantage to deal when there are ſix players; if there are only four players he that cuts the higheſt card deals; for it is then a conſiderable advantage to be eldeſt hand, as is then the caſe, for he that is on the right of him that deals is his companion, to whom he communicates his game.

He

He that does not deal, commonly marks the game, for which purpoſe he takes a number of counters, with which he marks the number of points, that are agreed on; for want of counters, a pen or pencil is made uſe of.

The party is commonly of thirty-ſix points, when there are ſix players, and of twenty-one when there are two or four; but that depends on the players, as well as the fixing the value of the party.

He that is to deal, after having the cards cut by his left hand man, deals to each player five cards, by twice two and one, or by three and two, no matter which, provided he obſerves the ſame manner of dealing throughout the whole party.

There is no trump at this game; and the ſtock remains on the table, without being touched.

It is to be remembered, that the ace is the higheſt card at the game, being above the king; the reſt follow the common order; but a ſuperior card can only win an inferior, when it is of the ſame ſuit, or elſe the inferior that was firſt play'd, wins the ſuperior of another ſuit.

But before we proceed any further, it will be proper, in order to give a clear idea of the game, to explain the terms that are peculiar to it; which are the following: The *Virlicque*, the *Double Ningre*, the *Triche*, the *Village*, the *Double Rome*, the *Rome*, and the *Stecq*.

The *Virlicque* is when a player has in his hand, four aces, four kings, or any other four cards of the ſame rank; and obſerve always, the higher diſannuls the lower, and he that has it wins the party.

The

The *Double Ningre* is two aces with two kings, or two aces with two tens, or other four cards in like manner, that the player has in hand; which are worth three points, when the oppoſite party does not *Gruge*, that is if he does not win it.

The *Triche* is, three aces, three kings, or other three cards that are inferior, which the player has in hand; if the triche is of aces or kings, it is worth three points, if it is not gruged.

The two queens and two knaves of the ſame ſuits, are called the *Village*; and ſo likewiſe the two tens and two nines of the ſame ſuits; that is, if you have the queen of ſpades and the queen of diamonds, the knaves muſt be of the correſponding ſuits; and ſo the nines and tens, and other inferior cards: The village is worth two points to him that has it in hand.

The *Double Rome*, is when you have two aces, or two kings in hand, which are worth two points, and when the aces or kings are not gruged, they are worth four.

The *Rome* is, two knaves, two tens, two nines, or any other two of the ſame rank; and is worth one point to him that has it.

The *Stecq*, is a mark that is ſet off, for him that wins the laſt trick.

You are to obſerve, that whatever card you play, of which the terms of *Rome-Stecq* are compos'd, is to be named by its proper name; for example, you are always in playing one of the pieces, to ſay, Double-Ningre, Piece-Ningre, Double-Rome, Piece-Rome, Piece-Triche, and ſo of the others; or elſe he that ſets off without naming it loſes the party,

party, merely for want of ſpeaking. And ſo in playing down the two queens or two knaves that make the village, you muſt ſay, Piece-Village, &c.

LAWS *of the Game of* ROMESTECQ.

I. He who in dealing turns a card belonging to the adverſe party, is marked three counters to his party; but if the card is for himſelf or his companion, he is not marked at all.

II. If there are any faced cards in the pack, and perceived by the players, the dealer is marked three counters.

III. If the dealer does not continue the deal the whole party, in the manner in which he began, he is marked three counters to his party; and the deal is play'd.

IV. He that deals ſix cards inſtead of five, is marked three counters; and one of thoſe cards is drawn at a venture, and put to the ſtock, and the deal is then continued as before.

V. He that plays before his turn, takes up his card, and is marked three counters.

VI. He that renounces to a ſuit that is led, and in which he could have played loſes the party.

VII. He who counts Double Ningre, or other parts of the game which he has not; if it is perceived, loſes the party.

VIII. He that plays with ſix or more cards, loſes the party.

IX. He that ſets off one counter more than he ought, loſes the party.

X. He that by inadvertency or otherwiſe, reckons three marks which he has not, loſes the party.

Theſe

Theſe are in general the laws of the game, which are very ſevere, in order to prevent that fraud, that might otherwiſe take place; but this ſeverity at the ſame time, makes it very troubleſome, at leaſt to thoſe who are not well verſed in the game. Practice will teach any ſmall matters that may be here omitted, what is here ſaid, being quite ſufficient to explain any further difficulties that may ariſe in play.

THE

THE GAME OF SIZETTE.

THIS Game tho' very little known in Paris, is nevertheleſs one of the moſt agreeable games on the cards; but it requires great tranquility and attention.

It is called Sizette, becauſe always played by ſix perſons, who play three againſt three, and are placed alternately, that is, no two players of the ſame party, are to be together.

The pack conſiſts of thirty-ſix cards, including all from the king, which is the higheſt card, to the ſix, which is the loweſt.

As it is an advantage to be eldeſt hand, they cut for deal, and he that cuts the higheſt, gives the cards to his left-hand man to deal; who after well ſhuffling them, and having them cut by the player on his left, deals to each one, beginning with him on his right, ſix cards; by twice three, and in no other manner, and turns up the laſt card, which

which is the trump: after which they that have the eldeſt hand, examine their game, and one of the three ſhould be their Governor; each player is at liberty to ſay what he pleaſes: He then that governs the game, aſks each player what he has got; and after he is informed of their games, he orders him who is to play firſt, to lead ſuch card as he thinks proper.

When the eldeſt hand has led his card, the oppoſite party, who have not yet ſaid any thing, aſk each other, what game they have, or they tell to him that has the government of their game; and when they have ſettled that buſineſs, he that is to play, follows the ſuit led, if he has it, and ſo the others; or he trumps, if he finds it convenient, and has none of the ſuit led; but he that has none of the ſuit led, is not obliged to trump, tho' he can, whether the trick belongs to his friends or his enemies. They who win three tricks firſt, win the game; and if they make all the ſix tricks, they win a double game.

This game, as we have ſaid, requires a cloſe attention, particularly of thoſe who govern the game; for one good player on each ſide, makes the party equal.

The addreſs of the player at this game, conſiſts in knowing what his friends have, without too much expoſing their game; and of knowing what his adverſaries have, by the declarations they have made; and this regards thoſe who govern the game: With regard to the other players, who only declare their game, they ſhould ſay no more than is neceſſary, and according to what their governor demands, in order to conceal it from their adverſaries,

ſaries, and not to make known the renounces they may have, without being obliged to it by him that governs, who ought to avoid expoſing their cards mal-apropos.

It is by experience, long practice, that the player becomes expert at it; and then he finds great pleaſure in it, provided it is played with that tranquility it demands. But to prevent thoſe incidents that might ariſe, you muſt obſerve the following laws.

LAWS *of the Game of* SIZETTE.

I. When the Pack is falſe, the Deal is void, but the preceding ones ſtand good.

II. If there is a faced Card, there muſt be a new Deal.

III. He that deals wrong, loſes one Game.

IV. He that inſtead of turning the bottom Card, which ſhould be the Trump, joins it to his Hand, loſes a Game, and deals again.

V. He that in dealing, turns one or more of his Adverſaries Cards, loſes the Game, and deals again.

VI. He that renounces loſes two Games, and the Deal where the Renounce is made does not go, and they continue to deal, as if the Game had not been played.

VII. He that does not force, or trump a Card when he has none of the Suit led, commits no Fault, tho' the Trick ſhould belong to his Adverſaries, and he is laſt Player.

VIII. When a Card has once touched the Board, it is judged to be played.

IX. If two Players lay down their Cards on the Table, the third muſt do it likewiſe, during the Play of that Deal.

X. The Players are not to change Places during the Party, nor even during ſeveral Parties that are played together.

XI. The Cards muſt be cut by him only, who is on the left Hand of the Dealer.

XII. If any one deals out of his Turn, and has turned up the Trump, the Deal muſt ſtand good, and is continued on by the right Hand; but if he has not turned up, there is Time to recall it, and make him deal whoſe right it is.

XIII. The Cards are to be dealt in no other manner than by Threes.

XIV. He that plays before his Turn, cannot take up his Card, unleſs he has not played in the Suit led, having Cards of that Suit; in which Caſe he loſes a Game, and the Deal is played on.

XV. He that quits the Party before it is finiſhed, loſes it.

XVI. If any Player turns one or more of his Adverſary's Tricks, he loſes a Game.

This Game is one of the moſt rigid that is played, ſeeing that the leaſt Fault is ſeverely puniſhed; which is done in order to oblige the Player to give that Attention which the Game requires, and to prevent thoſe Faults that would otherwiſe neceſſarily happen.

You are to remember, that when one of the three Players commits a Fault, they all three ſuffer for it.

Obſerve too, that when thoſe who commit Faults, have not Points ſufficient to ſet off for ſuch Faults, the adverſe Party mark in their Favour.

THE

THE GAME OF GUINGUETTE*.

THIS Game may juſtly be ſaid to be new, as it is the firſt that ever appeared under this Title: It may be played by different Sets of Players, from Three to Eight.

A complete Pack of fifty-two Cards is here made uſe of; however if there are but three or four Players, they play with thirty-ſix Cards only; laying out all the ſmall Cards up to the five: The Ace tells for one Point only, and is the loweſt Card at the Game.

Each Player ſhould have a Stock of thirty or forty Counters, which they value as they intend to play high or low.

* The GUINGUETTES, are Houſes of Entertainment in the Environ of *Paris*, like thoſe of *Chelſea*, *Iſlington*, &c. which are much frequented by the lower Sort of *Pariſians*, on Sundays and Holydays, where they drink Wine free of the Duty that is paid in *Paris*, and amuſe themſelves with their favourite Diverſion of Dancing.

There are certain Terms peculiar to the Game, which it is proper to explain before we go any further.

The firſt is the *Guinguette*, which is the Queen of Diamonds.

The ſecond is the *Cabaret* *, which is compoſed of a Teirce to a Knave, Ten, or Nine, or of any inferior ones: The King and Queen make no Teirce.

The laſt is the *Cotillon* †, which is the Stock, ſo called, that is placed on the middle of the Table, after all the Players have received their Cards, and which every Player has a right to remove in his Turn.

There is a conſiderable Advantage in being eldeſt Hand, as he has it in his power to make the Trump in what Suit he pleaſes, they therefore cut for Deal, and the Dealer having well ſhuffled the Cards, and had them cut by the Player on his Left, deals to each Player four Cards, by twice two; and then places the Stock on the middle of the Table.

There are likewiſe on the Table, three little Boxes, one for the Guinguette, another for the Cabaret, and a third for the Cotillon.

After the Player has received his four Cards, he examines if he has the Guinguette, that is the Queen of Diamonds; and he that has it, after he

* The CABARETS, are the loweſt ſort of public Houſes in *Paris*, anſwering to the Alehouſes in London.

† COTILLON, is French for a Petticoat, but why the Stock is ſo called, I know not, unleſs it be by way of Alluſion, as the Stock here is in continual Motion; and the French certainly, above all People, take great Pleaſure in removing that Piece of Machinery.

he has ſhown it, takes up the Counters that every one has put into the Box marked Guinguette, and when it is not in the Game, tho' it ſhould come afterwards, by one of the Players removing the Cotillon, the Stake reſts, and is double for the next Deal.

After the Guinguette is drawn, or left for the next Deal, they look for the Cabaret; and he that has it, how ſmall ſoever it may be, is to declare it, without naming the Quality of it; but he may, as he judges convenient, revy on it, a *Demi-Septier*, a *Chopine*, or a *Pint**: The Demi-Septier is one Counter which is put in the Cabaret; and is a Revy that is made on what is already there; the Chopine is two Counters, and the Pint four: The higher Cabaret takes Place of the lower, and if there are two or more that are equal, the elder Hand has it.

You may at the Cabaret, revy as many Demi-Septiers, Chopines and Pints as you pleaſe, and he that makes the laſt wins, if the others don't ſtand it, though his Cabaret ſhould be lower than theirs: and when there is no Cabaret, it is double for the next Deal.

Having thus explained the Guinguette and Cabaret, we proceed to the Cotillon. The former Points being ſettled, the Dealer ſays, *Au Cotillon*, or, to the Cotillon; and each Player puts a Counter into the Box that is for the Cotillon.

The eldeſt Hand, as has been ſaid, names what Suit he pleaſes for the Trump, but is not obliged to play by ſo doing: He muſt ſay, *I play*, and put a ſecond Counter into the Cotillon.

* Theſe are all Names of meaſures, the *Paris* pint, anſwers to the *Engliſh* quart, the chopine to the pint, and the demi-ſeptier to the half pint.

If one of the other Players has not a good Hand, but expects to make one by the Rentrée, or take in; he discards what he thinks proper, which he puts on the middle of the Table, saying, *I move the Cotillon*; for which he pays two Counters, which he puts into the Cotillon; then taking the Stock, and having well shuffled it, he cuts it neatly, and then draws for himself the bottom Card of the Cut he has made, and without turning the Cards he holds, or shewing the Card he takes.

The Players may by Turns revy at the Cotillon twice; but when you have moved it once, you must stay till the other Players have spoke; and then whether they revy or not, when it is your turn to speak, you say, I move the Cotillon as before, and put in two Counters: This Rule is the same for all the Players; and he that moves the Cotillon, declares by so doing, that he plays.

When you have moved the Cotillon, or have said, I play, without moving it, you play the Cards as at the Beast, always remembering the Trump, which the eldest Hand named; and that the Ace goes for one only, and is the lowest Card of the Game.

You will find in the following Laws, what may have been omitted here, and every thing necessary to give a clear Idea of the Game.

LAWS *of the Game of* GUINGUETTE.

I. He that plays by the Cotillon, and makes two Tricks, wins, if the other Tricks are separated.

II. If he makes only one, and any of the other Players makes two or three, he pays two Counters to the Cotillon.

III If

III. If he makes no Trick, he pays the whole Cotillon: What is here ſaid of one Player, is to be underſtood of every one that ſtands the Game; ſo that frequently you have the Pleaſure of ſeeing ſeveral Cotillons; which are like the Beaſts that go on the Game, one after the other, tho' made the ſame Deal.

IV. When a Cotillon is due, nobody puts any thing to it, but he that owes it.

V. If two of thoſe that go for the Cotillon, win each two Tricks, he that wins the firſt two, has it, and the other pays him the two Counters for the Cotillon.

VI. He who calls a Guinguette is to ſhew it, before he takes it up; if he does not, he pays two Counters to the Guinguette, which beſides, is double for the next Deal.

VII. He who has the ſuperior Cabaret, and after having called it, does not ſhew it, before he takes it up, pays equally two Counters to the Cabaret, which is double for the next Deal.

VIII. He who gives too many Cards in Dealing, pays one Counter to the Cotillon, and deals again, if he that has too many Cards deſires it.

IX. He that renounces, loſes the Cotillon, and is obliged to take up the Card again if the Players require it.

X. It is not permitted, under the ſame Penalty, to omit trumping a Card when you can do it; or not to win it when you can; for you are obliged to force at this Game.

XI. If the eldeſt Hand forgets to name the Trump, and at the ſame time moves the Cotillon, and he that comes after him, prevents him by naming it, it is rightly named, and he is obliged to play.

XII. He that makes the Vole, draws a Counter from each Player, beſides the Cotillon; and wins alſo all the Cotillons that are due.

When the Game is played conformably to theſe Directions, it affords a great deal of Entertainment.

THE

THE GAME OF SIXTE.

THIS Game reſembles very much that of Trumps: It is called the Sixte, becauſe played by ſix Perſons, with ſix Cards, and the Party conſiſts of ſix Games.

The Cards are played as at Trumps: And to play it with Satisfaction, you muſt obſerve what follows.

After you have agreed what you play for, have cut for the Deal, and the Dealer has well ſhuffled the Cards, he gives them to the Player on his Left to cut; and then deals each Player ſix Cards, by twice three; he then turns up the laſt Card which belongs to him, and that is the Trump, when the Pack is of thirty-ſix Cards only, as it commonly is; but when the Players chooſe to have a Stock, they play with all the ſmall ones; and in that Caſe the

top Card of the Stock is turned up, which makes the Trump: and this depends on the Will of the Players. The Game in the laſt Caſe is more pleaſing, and it requires more Skill, than when played with thirty-ſix Cards only.

Here follow the Laws which are alone ſufficient to give a full Explication of the Game, which is of itſelf very eaſy.

LAWS *of the Game of* SIXTE.

I. He that deals wrong, loſes one Game, which he ſets off, if he has any Marks, and deals again.

II. When the Pack is falſe, the Deal, where it is diſcovered, is void, the preceding one remains good, and that too, if it is quite finiſhed, or the Cards are mixed.

III. He who turns up an Ace, marks one Counter for it.

IV. The Ace wins the King, the King the Queen, the Queen the Knave, the Knave the Ten; and ſo the reſt, according to their natural Order.

V. When a Trump or any other Card is led, you are obliged to play in the ſame Suit, if you can; if not you renounce, and pay two Games, which you are ſet off, if you have them, if not, the firſt two Games you get.

VI. He that plays to a Suit led, is, if he can, to win the higheſt Card played, or elſe he loſes a Game, which the other Players challenge.

VII. He that wins three Tricks marks a Game.

VIII. If two Players make three Tricks each, he that made the firſt three, marks the Game.

IX. If

IX. If all the Players have each one Trick, he that made the firſt Trick marks the Game; and in like manner, when three Players make two Tricks each, he that makes the firſt two, marks the Game.

X. He that makes all the Tricks, wins the Party.

Such is the manner of playing the Sixte; at which the eldeſt Hand has the Advantage, as he begins the Play with the Suit which is moſt advantageous for his Game.

THE GAME OF VINGT-QUATRE.

THIS Game follows almoſt in every thing, the Laws of the Game of Imperial.

When there are five Players, all the ſmall Cards are made uſe of; and the Dealer gives ten Cards to each Player: When there are four, he deals twelve: To three he gives twelve alſo, and the ſame to two; but when there are only three Players, the three loweſt Cards of each Suit are laid out; and

and when only two Players, all the ſmall Cards up to the five are laid out, beginning with the Ace, which counts only one Point.

Obſerve, that at the Point, the five firſt Cards, which are the Ace, Two, Three, Four and Five, count at the Virade; and not the five laſt: And that at the Game by the Figures, it is the King, Queen, Knave, Ten and Nine.

The *Virade*, is the Card which he who deals turns up from the Stock, and which makes the Trump.

The Imperials, are at leaſt five Cards that follow each other; they are better when ſix, ſtill better when ſeven, and ſo on by aſcending, and win as at Piquet, by force of Cards: And in caſe of Equality, he that has it in the Suit turned up, wins; or elſe he that is elder hand.

The Point and the Marks, are each counted for four, to him that wins them, as at Imperial; and the ſame for him that wins the Cards: And he that has the Vingt-Quatre, or four and twenty, firſt, wins the Party, and draws what is on the Game. Vingt-Quatre, as we have ſaid, is of the ſame Nature with Imperial, but much inferior to it.

THE

THE

GAME

OF

LABELLE, the FLUX,

AND

THIRTY-ONE.

THIS Game is very diverting, and of great Commerce. Several Perſons may play at it; and they play with an entire Pack of fifty-two Cards.

To play this Game, there muſt be three Boxes, which are to be ranged in a Line on the Table: into one of which you put for the Belle, or beſt Card; into another for the Flux, and into the third for the thirty-one; having firſt agreed on what you intend to put in.

The Party is fixed at thirty or forty Deals, more or leſs, as you agree; after which you cut for Deal: There is no advantage in Dealing, for when the Belle, the Flux, or Thirty-one are equal, it reſts for the next Deal, which is then double.

When

When the Cards are cut by him on the Left of the Dealer, he gives to each Player two Cards, in the common way, and then a third, which he turns up, and he that has the higheſt Card that is turned, wins the Belle, and takes up what is in the Box.

Obſerve, that though the Ace tells for eleven Points at Thirty-one, it is below the King, Queen, and Knave, at the Belle.

After the Belle is drawn, each one examines if he has a Flux, that is, if he has three Cards of the ſame Suit, and which of them is the higheſt: The Ace goes at the Flux for Eleven Points, and ſerves to win; when nobody has the Flux, the Stake is left for the next Deal; and is augmented if they chooſe it.

Laſtly, after the Belle and Flux are drawn, they go to the Thirty-one. Each Player examines his Game, and after counting to himſelf the Points he has, if it comes near to Thirty, and if by the Diſpoſition of his Game, he is apprehenſive of paſſing Thirty-one, he ſtands; if not, he aſks; and the Dealer gives from the Top, to every one that aſks, in their Turn, beginning on his right Hand; but he gives only one Card to each Player, till it comes round to his Turn again: The Dealer likewiſe takes in his Turn, if he finds it convenient for his Game.

When the Players have taken in, or without taking in, have more Points than Thirty-one, they cannot win; but they that have Thirty-one, or if no Player has exactly that Number, he that comes neareſt to it wins: So that when a Player is twenty-eight, twenty-nine, or thirty, he ſhould ſtand; and

and not riſk the taking in a Card that may make him more than Game.

When there are ſeveral Thirty-ones, he that has it firſt, wins it; for which reaſon, when a Player has it, he ought to declare it. If ſeveral Players have it dealt them, in the ſame Deal, it is left till the next Deal; and the ſame is done with regard to the inferior Points that are equal, and are the winning Points.

Such is the manner of playing this Game; which has no ſort of Difficulty in it.

THE

GAME

OF

GILLET.

THIS Game is played by four Perſons, each on their own ſeparate Account.

The ſame Cards are here uſed as at Piquet, and the Cards have the ſame Value, the Ace being the higheſt Card at the Game, winning the King, the King the Queen, the Queen the Knave, &c.

After cutting for Deal, the Dealer gives three Cards to each Player, one after the other: But firſt

of

of all, each of them puts into two Boxes that are placed on the middle of the Table, one Counter, or more, if they chooſe it; and the Counter goes for as much as they pleaſe to make it.

One of theſe Boxes, no matter which, is for the *Gé*, which is what they firſt contend for: The *Gé* is two Aces, two Kings, two Queens, two Knaves, &c.

The Players are at liberty to revy for the *Gé*, one againſt another; and in that Caſe, he that has the higheſt *Gé*, wins it, and takes up the ſtake that is in that Box, and the money that is revyed, unleſs one of them ſhould have a Tricon, that is, three Aces, Kings, Queens, &c. the loweſt Tricon being ſuperior to, and winning the higheſt *Gé*.

When the *Gé* is won, they go to the ſecond Box, which is for the Point or Flux. It depends on the eldeſt Hand either to play a ſingle Game, or to revy, what he thinks proper; and ſo the ſecond when the firſt has ſpoke, who can augment the Revy, or give it up without revying, if he has not a Hand ſufficiently ſtrong.

Two Aces in Hand are worth twenty-one: One Ace and a King, or any other Card that tells ten, of the ſame Suit, count twenty and a half; and in like manner two Aces and a King, or other Card that tells ten, count thirty-one; and ſo of the other Cards, which count according to their Value, but muſt be of the ſame Suit to be counted together.

After each Player has puſhed the Revy as high as he pleaſes, they that ſtand it, ſhew their Game, whether they have Flux or not: The Flux is three Cards of the ſame Suit, as Hearts, Diamonds, &c. the higheſt always winning; for he that has the higheſt Flux, has always the higheſt Point.

THE

THE

GAME

OF

CUL-BAS.

THIS Game is much played in ſome Provinces: Five or ſix Perſons may play at it, or more or leſs; and they play with a complete Pack of Cards.

Before you begin, you are to fix the Value of the Counter, and the Number of the whole that you intend to play; after which you cut for Deal, and the loweſt Card deals, as there is rather a diſadvantage in Dealing, becauſe being the laſt to take up the Cards ſhown down on the Table, they who are the firſt, accommodate themſelves, and frequently leave him at a loſs.

The Dealer gives five Cards to each Player, by two and three: after which he takes off eight Cards from the Top of the Stock, which he turns and lays down on the board: The Stock is then put on one Side, as being of no further Uſe that Deal.

When

When the Cards are dealt, each Player examines his Hand, and the eldeſt ſees firſt, whether he has any Cards of the ſame ſort with thoſe on the board, as for example; if there is a King, an Ace, or any other Card of what ſort ſoever, and he has one of the ſame ſort in his Hand, he takes up the King with his King, the Ace with his Ace, and ſo of the others, obſerving however to take only one Card at each round.

The next Player then takes up a four, a ſeven, or a nine; and ſo of the reſt, if he has any ſimilar Cards in his Hand. All the other Players do the ſame, each one in his Turn, going on from the Right: And if any one of them has no Cards that correſpond with thoſe on the Table, he is obliged to put his *Cul-bas*, that is, to ſhew down his Cards on the Table, and to leave them there; and another Player may ſuit himſelf with the Cards that the other has put down, the ſame as with thoſe that were from the Stock, and is not obliged to put *Cul-bas*: In ſhort, they do not do it, but when there is no Card on the Table which is the ſame as they have in their Hands.

He that firſt clears his Hand, wins what every one has put down for the *Cul-bas*, and obliges the others to give him as many Counters as they have Cards remaining in their Hands; and they who have put *Cul-bas*, pay him as many Counters as they have put down Cards.

We ſaid, that you can take up only one Card at a time, nevertheleſs if a Player has in his Hand three Cards of the ſame ſort, as three Knaves, or any other Threes, he may with thoſe three Knaves take up a Knave that is on the Board; which is a great

great Point, and ſerves very much to win the Party, as he has then only two Cards left. The Cards they pair with thoſe of the ſame ſort on the Board, are put together, before each Player, turned up, and are of no further uſe.

In like manner, if there are three Cards of the ſame ſort, on the Board, as three Eights, &c. he that has the fourth in his Hand, may take up all thoſe three together, but they will be of no ſervice to him, and he ought rather to take up ſome other Card if he can, and leave the Eights to another Round, as he is ſure nobody can take them up.

When a Player has in his five Cards, four Kings, or any other four Cards of the ſame ſort, he may lay them out, and demand others in their room from the Dealer, or take them himſelf, if it is he that deals.

This Game is very eaſy, for there is no Difficulty in any one part of it; and is at the ſame time very diverting.

THE GAME OF THE CUCKOO.

THIS Game may be played by any Number of Perſons, from five or ſix to twenty.

When there are many Players, they make uſe of a whole Pack of fifty-two Cards; otherwiſe they play with a Piquet Pack; obſerving that the Ace is the loweſt Card.

As the Deal is very advantageous, they cut for it; after having each one taken eight or ten Marks, which they eſtimate as they pleaſe: The Dealer, after the Cards have been cut by his left-hand Man, gives to each Player one Card, without turning it; who looking at it, ſays, if it is a good Card, *I am content*; or if it is an Ace or other low Card, he ſays to his right-hand Neighbour, *Content me*; and he is obliged to change Cards with him, unleſs he has a King; and he then ſays, *Cuckoo*; and he that aſked to be contented, is obliged to keep his Card: The reſt of the Players go on to content each other in the ſame manner; that is, to change their Cards with their neighbours on their right and left,

left, once; till it comes round to him that dealt; who if he wants to be contented, muſt take off the top Card from the Stock, provided it is not a King. In ſhort it is the general Rule, that when a Player thinks it advantageous for his Game, he can oblige his right-hand Neighbour to change with him, unleſs he has a King.

After the Tour is thus made, each one ſhows down his Card on the Table, and he or they that have the loweſt Card, pay each a Counter to the Game, which is put into a Box, that is placed in the middle of the Table for that Purpoſe: It may ſo happen, that four Players pay at the ſame time; and it is always the loweſt Card that is in the Game that pays: The Ace pays always when there is one in the Game, if not the Two, or if there is no Two, the Three, and ſo of the reſt.

The advantage of Dealing is, that the Dealer has three Cards, out of which he chooſes that which he thinks beſt; ſo that it is rare that the Dealer pays: Each Player deals in his Turn, and when any one of them has loſt all his Counters, he retires from Play, there being no more hope for him; and he who has Counters left when all the reſt have none, wins the party, though he ſhould have but a ſingle Counter; and he conſequently takes up all that has been ſtaked on the Game.

THE GAME OF BRUSQUEMBILLE.

THIS Game is played by two, three, four or five perſons: When there are two or four Players, they uſe a Piquet Pack of thirty-two Cards; but when they are three or five, the Pack conſiſts of thirty only, for two of the Sevens, no matter which two, are then thrown out.

When there are four Players they play two againſt two; and they place themſelves together on the ſame ſide of the Table, in order to communicate their Games to each other.

The Ace and the Ten are the Bruſquembilles, and conſequently the firſt Cards of the Game, that is, the Ace takes the Ten, the Ten the King, the King the Queen, the Queen the Knave, the Knave the Nine, the Nine the Eight, and the Eight the Seven; but you muſt obſerve, that the higher Card muſt be of the ſame Suit to win, unleſs it is a Trump, for the Seven of Trumps wins the Ace of any other Suit.

When

When they play the Party, that is, one againſt one, or two againſt two, they agree before hand what they play for; and when there are three or five Players, each takes a Number of Counters, which they eſtimate as they intend to play, high or low.

They then ſee who is to deal, and when the Cards are cut by the Player on the left of the Dealer, he gives to each three Cards, and takes as many to himſelf, either one by one, or all three together, and turns up the top Card of the Stock, which is the Trump, and which he leaves turned, half under the Stock, that it may be ſeen. Then he that is to play leads ſuch Card as he thinks proper, to which the ſecond plays what Card he pleaſes, and ſo the reſt; and he that wins the Trick, whether by playing a higher in the ſame Suit, or by trumping, takes a Card from the top of the Stock, and ſo the others, each in his Turn, and then begin the Play again, as at the firſt round; and after that Trick is made, they begin again in the ſame manner, till all the Cards of the Stock are exhauſted; and he that takes the laſt Card has the Trump that was turned up.

You will obſerve, that we ſaid, that the ſecond Player, plays ſuch Card as he pleaſes; for at this Game they are not obliged to follow the Suit led, tho' they have of it, for there is no Renounce, and they may even trump a Suit of which they have ſome in Hand.

Such is the Method of playing this Game; each Player dealing in his Turn, till they have played the Number of Deals that was agreed on; and when

when there is no certain Number fixed, you are at liberty to quit the Party at the End of every Deal.

We will now ſhew the Rewards that are paid at this Game, which however, don't take place but when there are three or five Players, or four, that don't play the Party, two againſt two.

He that plays the Bruſquembille Ace in Trumps, receives two Counters from each Player; and he receives likewiſe two Counters from each Player, for every Ace he plays, provided he wins the Trick; for otherwiſe, inſtead of receiving, he pays two Counters to each Player.

It is the ſame with regard to the Ten, for which a Counter is paid by each Player, to him that plays it, if he wins the Trick; and he pays a Counter equally to each Player, if the Ten he plays is won by another, whether by being trumped or otherwiſe.

In the next place, he who has the moſt Points in the Tricks that he has made, wins the Party, which conſiſts of as many Counters as they have agreed on: The following is the manner of counting the Points; after all the Cards of the Stock are taken in, and all the Cards in Hand are played, each one examines the Tricks he has made, and counts for each Ace, eleven Points; ten for every Ten; four only for the King, three for the Queen, and two for each Knave: The other Cards are not counted; having thus reckoned up his Game, he that has the moſt Points, as was ſaid before, wins what every one put down for the Game.

The Player ſhould therefore ſtrive to make thoſe Tricks where there are the moſt Points; ſuch as the

the Ace, the Ten, the Kings, Queens, and Knaves, in order to win the Stake, which is the moſt conſiderable Part of the Game.

Good Senſe joined to Experience, will much ſooner make a good Player at this Game, than all the Rules that we can give: The ſituation of the Game, muſt frequently determine how he is to act, for the ſame Hand requires to be played ſometimes one way, and ſometimes another; for example, when you are advanced in Points, you ſhould ſometimes take a Trick, though there are but few Points in it; whereas if you were not advanced, you ſhould paſs it, in order to make thoſe Tricks, where there were the moſt Points.

It may ſuffice to ſay, that to play the Game of Bruſquembille well, requires a great deal of Attention; for you ſhould not only know what Trumps are out, but alſo all the Bruſquembilles that have been played, and conſequently what ſtill remain in Hand, that you may avail yourſelf of the Situation of the Game.

There are not many Laws belonging to this Game: The following, however, are proper to be regarded, as they tend to make the Game amuſing and intereſting

LAWS *of the Game of* BRUSQUEMBILLE.

I. If the Dealer finds one or more Cards turned in Dealing, or turns them himſelf, he deals again.

II. If there ſhould be a Card too few in the Pack, whatever was paid during the Play ſtands good, but nobody can win the Party; and if there are two Cards of the ſame ſort, the Deal is no longer played, when it is diſcovered; but if it is finiſhed, it ſtands good.

III. He that plays before his Turn, cannot take up his Card.

IV. He that has once played a Card cannot take it in again, on any pretence whatever.

V. He that takes from the Stock before his Turn, and has joined the Card to his Hand, pays to him, to whom the Card ſhould belong, half of what is on the Game, and delivers up the Card to him; but if he has not joined it, but only ſeen it, he pays two Counters to each Player, and gives the Card to him that ſhould have had it.

VI. He that in taking his Card from the Stock, ſees the next Card, pays two Counters to each Player.

VII. When they play the Party, two againſt two, if one of the Players ſees a Card, that ſhould go to one of his adverſaries, they are at liberty to begin the Party again; but if it comes to him, or to his Companion, the Play is continued on.

VIII. There is no Renounce; and you are not obliged to play a higher Card to one that is played.

IX. He that calls his Point, and may have more than he called, but does not diſcover it before the Cards are mixed, cannot recall it; and loſes the Party, if another Player has more Points than he firſt called.

X. He that quits the Party before it is finiſhed, loſes it.

Theſe Laws, as we have ſaid, are of no great Extent, and it is but ſeldom, that it is found neceſſary to put theſe in force.

No account can be given concerning the Name of this Game, unleſs we ſuppoſe it to be the Fancy of him that invented it; for it has no ſort of relation to the Game.

THE

THE NEW GAME OF THE COMET.

TO play at this Game, you muſt have two Packs of Cards, from each of which you throw out the four Aces, and in order to keep the Packs ſeparate, the black Cards are all put into one Pack, and the red into the other.

It ſhould ſeem that the Name of the Comet was given to this Game, on account of the long Train of Cards that are played one after another at this Game: Comets being commonly accompanied by a long Train of Light, that is called the Tail of the Comet.

The four Aces being thrown out, the Pack conſequently conſiſts of forty-eight Cards, eighteen of which are dealt to each Player, by three and three, ſo that there remain twelve in the Stock, that are not uſed; and if either of the Players ſhould attempt to look at the Stock, he pays ſuch Penalty as is agreed on at the beginning of the Party.

This Game is played at Piquet, two again two; by three, or one againſt one: The Points and the Cards are counted in the ſame manner as at that Game. The number of Games commonly played is twenty-four; and the counter ſtands for ten Points, as at Piquet.

If the Deal is wrong, the eldeſt Hand can call a new Deal, or if he finds it to his Advantage, he can make that ſtand good; and whether it be he or his Adverſary that has a Card too much, he that has it plays with nineteen Cards. After two Deals are played, which is one for each Player, the laſt Deal decides what is to be marked.

The nine of Diamonds is put into the black Pack, and the nine of Clubs into the red one, which are the two Comets.

The Cards being dealt, to play with facility, they ſhould be ranged in their natural Order, the Twos, the Threes, the Fours, and ſo up to the Kings, ſhould be placed together; it matters not what Suit they are of, provided they are of the ſame Rank.

When each Player has ſorted his Cards, the eldeſt begins the Play; and you will obſerve, that there is no neceſſity for beginning with the Two, which is the loweſt Card of the Game; but he may lead what Card he thinks proper.

It is the Rule of Play to begin with that Card where you have the greateſt Sequence; for example, the eldeſt having the Two, Three and Four, but not the Five, if he has the Cards that follow from the Six up to the King, he ſhould not begin with the Two, Three and Four, without the five; but by playing the Six firſt, he ſays, Six, Seven, Eight, Nine, Ten, Knave, Queen and King; and by that means he plays eight Cards, whereas by beginning with the Two, he could only have played three: Now it is the grand Object at this Game, to play a great number of Cards; for he that firſt finiſhes his Hand, by playing all his Cards, marks the other, for all the Points that remain in his Hand.

However,

However, if you ſhould have three Two's without a Three, and after that your Cards ſhould follow in tolerable good Order, as there is no proſpect of your coming in again by the Two, as there are no Cards below that, you ſhould begin with that, and ſay, Two ſans Three, or without Three; eſpecially if you have any Kings, by which you may enter again.

It is alſo the Rule, in order to play off two Queens, when you have three, and only one King, to begin by a Queen, and ſay Queen and King; Queen ſans King: If you have two Nines, two Tens, two Knaves, three Queens, and one King, by beginning with the Nine, you ſay, Nine, Ten, Knave, Queen and King; and then Queen ſans King: This method of play ſometimes affords an Opportunity of finiſhing your Hand, and regorging the Comet; or to finiſh by putting the Comet for the Nine, which is the Caſe when you play it after an Eight, or after an Hoc.

To *Regorge* the Comet, is to have played all your Cards, when the Comet remains in your adverſary's Hand.

There is another ſure method of procuring *Hoc*; when you have three Queens, and only one King; by beginning with the King, and then Queen ſans King; by this Method, one Queen plays of two Kings; and as the Stock is compoſed of one fourth of the Cards, you have a right to ſuppoſe that there remains one of each ſort; if therefore, there ſhould be a King in the Stock, the Adverſary can have but one, to follow the fourth Queen, if he has it, or to follow one of the two, of the other Player.

If the Game of the eldeſt Hand conſiſts of two Nines, two Tens, two Knaves, two Queens, and

two Kings; which make ten Cards; and of a Two, a Three, a Four, a Five, two Sixes and two Sevens without an Eight; he ſhould begin with playing Six and Seven, ſans Eight; and ſuppoſing there is a Nine in the Stock, the Adverſary playing the Eight, ſays Eight ſans Nine; he then takes the Play from the Nine up to the King, and begins again with Seven ſans Eight, the Adverſary playing an Eight, ſay again, Eight ſans Nine; and he then continues the play again, from the Nine up to the King, which make five Cards, and then goes on from the two, up to and including the Six, which is his laſt Card: If the Adverſary has the Comet, he regorges it by this means; for the other having ten Cards left, he does not imagine that they are all in Sequence.

When you have not the Comet, and have four Twos, a Three, a Four, a Five, a Six, a Seven and an Eight ſans Nine, and have all the other Cards, up to and including the King; beſides ſeveral Queens and as many Kings, by favour of which you can come into play again; you ſhould not begin with the Two, for after having played the laſt King, if you have only the four Twos, the Three, Four, Five, Six, Seven and Eight; by playing the four Two's together, you finiſh by the Eight, and by that means regorge the Comet; for the Adverſary ſeeing ſtill ten or twelve Cards remaining, does not ſuſpect that they all follow in Sequence.

When you have four Cards of the ſame ſort, you ſhould not play them together, but when you have Cards that are below them; and not begin the lead, but with ſuch as follow thoſe four, becauſe the Adverſary having none of that ſort, muſt neceſſarily enter there; and by that means all thoſe that remain

main below them are Hoc's; but you ſhould never play them together when you have none of an inferior Rank; unleſs the Game ſhould be ſo diſpoſed, that by playing them you finiſh your Hand.

As the principal Advantage in this Game is, to finiſh your Hand by playing the Comet for Nine; as it is then paid Quadruple, and the Points are alſo marked Quadruple, it is proper to remember what Cards the Adverſary has not; for example, ſuppoſe the Adverſary has no five, and has only three Cards, and you have a two and the Comet: you ſhould then ſay, two ſans three; for if the Adverſary has no three, you finiſh by the Comet for nine; and ſuppoſing he has a three, and even a four, they make only two Cards of the three that he has; he ſays three and four ſans five; you croſs him, and finiſh by the Comet, which is not then put for nine; however it is paid double, and doubles the Adverſary's Points.

There is another almoſt certain method of finiſhing with the Comet for nine; which is, when you know that the Adverſary has no nine, and ſuppoſe that he has eights, you reſerve the Comets by ſaying, three, four, five and ſix ſans ſeven, the Adverſary ſays, by playing a ſeven and eight, ſans nine, you therefore finiſh with the Comet for nine.

When the eldeſt has played all the Cards he has in Sequence, and is obliged to ſtop at a Card that he has not; for example, if he ſays, four ſans five, the other then plays a Five if he has it: And you muſt obſerve, that after playing his five, he is not at liberty to lead what Card he pleaſes, for he muſt follow the natural Order of the Cards, going from the Five up to the King, which is the higheſt Card of the Game; after which he may begin again by

what Card he thinks proper; and you muſt obſerve alſo, that if his Cards do not follow each other up to the King, for example, if he has no Knave, he plays down his Cards, and ſays, Five, Six, Seven, Eight, Nine and Ten ſans Knave; but if the other Player likewiſe has no Knave, in that caſe, he who ſaid Ten ſans Knave, is not obliged to play the Queen, which is the Card above the Knave, but he may then lead what Card he pleaſes.

Four Cards of the ſame ſort may be played together, according to the inclination or intereſt of the Player: So he that has four Knaves may play them altogether; but if he has no Ten, he ſhould not throw away his Knaves, as they are neceſſary to enter the Play again, when the other Player leads a Ten.

He who has three nines either with or without the Comet, may play them altogether.

He that has two or three Kings may play them immediately after one another; and he ſhould do it when he knows, that there are no more Queens.

You are to endeavour as much as poſſible, to get rid of thoſe Cards that are the higheſt in Point, as all the Figures, which tell ten each, the tens, the nines and eights; for when theſe Cards remain in Hand, you are marked the greater number of Points; but you are to play them apropos, as they may ſerve to croſs your Adverſary's Play, or to bring you into Play: that depends on the diſpoſition of the Cards which you have in your Hand, and the Conjectures you are able to make of your Adverſary's Hand, by the Cards that have been already played.

You ſhould alſo endeavour to get rid of your low Cards, as two's and threes; for after a certain number of Cards are played, it is difficult to enter by

a Two

a Two or a Three, and you have no longer an Opportunity of getting rid of them, unleſs you ſhould have Kings, or ſome Cards your Adverſary has not: In that caſe as you enter by what Cards you pleaſe, you ſhould play the Twos and Threes, and other ſmall Cards that you may have.

You are carefully to obſerve, what Cards the Adverſary has not, by which you may regorge the Comet, when you have the Cards he wants, and the following ones up to the King: And in order to do that without ſuſpicion that you can finiſh, it is adviſable to keep five or ſix Cards in Sequence, that after you have played the King, you may enter, for example, by Two, Three, Four, Five, Six, and Seven.

It is not permitted to look at the Cards that have been played, and that lye on the Board; and a Penalty is commonly inflicted on thoſe that would ſpread the Cards, in order to examine them. Your principal care ſhould be to remember what Cards have been played, eſpecially thoſe that the Adverſary has not; for if you have none of thoſe ſorts likewiſe, you are always maſter of the Play, by leading ſuch Cards as are inferior, and follow in Sequence up to thoſe Cards; for example, one of the Players has Sevens, Eights, Nines and Tens, but no Knave, and he knows that the other Player has no Knave likewiſe, he therefore plays all thoſe Cards that follow each other, up to the Knave; and by that means he remains Maſter of the Play, the other Player not being able to interrupt him: and after having got rid of the Sevens, Eights, Nines, and Tens that he may have, he begins again, by ſuch Card as he finds moſt convenient, chooſing always thoſe Cards where he has the

the greateſt Sequence, and that conſequently help him to diſcharge his Hand of the greateſt Number of Cards.

The Comet makes Hoc every where, that is, he who has it, may in playing his Cards, employ it for what Card he pleaſes; for it is King, Queen, Knave, Ten, or any other Card, according as the Player pleaſes, and as he finds convenient for his intereſt. Obſerve, that after employing the Comet for a Queen, or other inferior Card, you are not obliged to play the Card that immediately follows it, but may begin again by what Card you think proper.

If the Player who has no Comet, is obliged to ſtop at a Card he has not; for example, if not having the Queen, he ſays Knave ſans Queen; he that has the Comet may play it for the Queen, if it is his Intereſt to croſs the Line of the other's Play; and then play what Card he thinks proper; but if he that has not the Comet, plays his Cards in Sequence, according to their natural Order, beginning with the low Cards and going up to the King, he cannot be interrupted by the Comet.

If the Player that has the Comet has no other Nine, he is not obliged after playing the Eight, to play it for the Nine, for he may ſay Eight ſans Nine, altho' he has the Comet in his Hand. It is the general Rule, ſo to order your Cards, that you may finiſh with the Comet, if the Diſpoſition of your Game will admit of it; becauſe it is then paid double, and the Points that remain in the Hand of the other Player are counted double: if you finiſh by the Comet, when played for a Nine, it is paid quadruple, and the Points are counted the ſame; but you are to take Care, not to keep it

too

too long, for it may happen that being desirous of keeping it for the last Card, your adversary may play off all his Cards, and the Comet then remaining in your Hand, is paid double, and your Points are counted double.

The single Comet is paid by two Counters to him that has it in his Game, and it is double, triple, quadruple, or more, as often as it does not appear; which is the Case when it remains in the Stock, composed, as we have said, of twelve Cards.

When the Comet has not appeared for three Times, being then quadruple, if that Deal is finished by the Comet, it is worth sixteen Counters, and if finished by the Comet played for Nine, thirty-two Counters.

It is the same when the *Opera* is made, by finishing with the Comet, for which there are paid, if there have been three Times that it does not appeared, thirty-two Counters; and when the Opera is made, and you finish with the Comet for Nine, sixty-four Counters are paid: and this is the highest Chance that is on the Cards.

It is to be observed, that when three Persons play by Turns, and that the Comet does not appear between any two of them, it rests till the Deal where those two play together again; and then it is paid according to the Number of Times it has not appeared, during the Play of those two Players.

Of the Cards that remain in the Hand of one Player, after the other has finished, the Figures are counted for Tens, and the other Cards for as many as they are marked, which he who has played all his Cards marks up, as at Piquet.

When

When you finiſh by the Comet you are paid double, as was ſaid before, and the Points which remain in the other's Hand are counted double; for example, if he has a Queen, a Knave, and a Five, he is counted fifty Points, inſtead of twenty-five.

When you finiſh by the Comet, and it is played in the Place of a Nine, it is paid quadruple, and the Points are counted the ſame.

When you have the Comet remaining in your Hand you pay double, and the Points you have in Hand are marked double.

When the eldeſt Hand runs off all his Cards, without interruption from the firſt to the laſt, that is called making the *Opera*.

When you make the Opera, the Points are counted double: and when you make the Opera by finiſhing with the Comet, it is paid quadruple, and the Points are counted the ſame.

When you make the Opera, by finiſhing with the Comet for Nine, it is paid Sixteen, and is augmented according to the Number of Times it has not appeared; and the Points are counted eight Times, that is, if he who is the Opera, has an hundred Points in his Hand, the Player who makes the Opera, marks up eight hundred Points.

When you are the Opera, and have the Comet remaining in your hand, you pay it double, and your Points are counted quadruple.

The Carte Blanche at this Game is worth fifty Points, and prevents a double Opera.

If the Comet is in the Hand of him that has Carte Blanche, it is worth an hundred Points to him.

The Dealer may likewiſe make the Opera, if it

is

is ſo agreed at the beginning of the Play; and he makes it when by croſſing the Line of the other's Play, he plays off his eighteen Cards, from the firſt to the laſt without Interruption.

Nothing now remains to give a full Explanation of this Game, and to ſhow the manner of playing off the Cards, but to give Examples of three different Sorts of Operas that may be made.

Example of an Opera *that may be made without the Comet.*

If the eldeſt Hand has in his Game, two Kings, two Queens, two Knaves, two Tens, a Nine, an Eight, a Seven, two Sixes, two Fives, a Four, a Three, and a Two; he begins by leading a Five, a Six, a Seven, an Eight, a Nine, a Ten, a Knave, a Queen, and a King; and, as he has a right to lead again, after playing the King, by what Card he pleaſes, he leads Ten, Knave, Queen and King; and then, Two, Three, Four, Five and Six; and by this means he plays off all his eighteen Cards, without Interruption; which is called making the *Opera*, as was ſaid before: and in that Caſe the Points which remain in the Hand of the other Player, are counted double: and if he has the Comet, he who makes the Opera is paid double, and the Points are counted quadruple.

Example of an Opera, *finiſhed by the Comet.*

If the eldeſt Hand has in his Game, three Kings, a Queen, a Knave, four Tens, the Comet, and another Nine, an Eight, two Sevens, a Six, a Five, a Four, and a Three; he plays firſt a Seven, an Eight,

Eight, a Nine, the four Tens, which, as we have ſaid, may be all played as one, the Knave, the Queen and the three Kings; after which he plays the Three, Four, Five and Six, the ſecond Seven and the Comet, which goes for Eight on this Occaſion: When the Opera is finiſhed by the Comet, it is paid eight Times, and the Points which remain in the other Hand, are counted the ſame.

Example of an Opera, *finiſhed by the Comet, played as a Nine.*

If the eldeſt Hand has two Kings, two Queens, two Knaves, and two Tens, the Comet, and two other Nines, an Eight, a Seven, a Six, a Five, a Four, a Three, and a Two: He plays firſt the Two, Three, Four, Five, Six, Seven, Eight, Nine, Ten, Knave, Queen and King; and then plays Nine, Ten, Knave, Queen and King: After which having the right of leading what Card he pleaſes, he plays down the Comet for the eighteenth Card, ſaying, Nine and Comet, and by this Method he finiſhes by the Comet as a Nine.

Another Manner of playing the ſame Hand.

He may begin with Nine, Ten, Knave, Queen and King; and then play again, Nine, Ten, Knave, Queen and King; after which he plays the Two, Three, Four, Five, Six, Seven and Eight, and for the laſt Card the Comet, in the place of Nine.

The Opera finiſhing with the Comet for Nine, is, as we have ſaid, the greateſt Advantage at the Game;

Game; and when that happens, Sixteen are paid for the Comet, and it is augmented according to the Number of Times it has not appeared; and the Points that are in the Hand of the other Player, are counted eight Times.

This Game may be played with forty Cards likewiſe, by leaving out the Twos and Threes; and then each Player has fifteen Cards, and the Stock conſiſts of ten Cards only.

The Method of playing the Game of the Comet by three, four, and five Perſons.

When this Game is played by three Perſons, each Player has twelve Cards dealt him, and there remain twelve in the Stock; the two Players who have Cards remaining in their Hands, pay down directly to him that has played all his Cards, the Points that are in their Hands; and he of the two who has the moſt Points, puts two Counters into the Poul, which at the End of the Party belongs to him who is the greateſt Winner.

When the two Players who have Cards remaining, have exactly the ſame Number of Points, each of them puts one Counter into the Poul.

The eldeſt having played ſuch Cards as are in Sequence, and ſtopping at a Card he has not, the Player on his Right, plays it, if he has it; and if not the third Player if he has it, plays it and goes on: if he has it not, the firſt Player begins again by what Card he pleaſes.

When four Perſons play, each has ten Cards dealt him, and there then remain eight for the Stock.

If there are five Players, they have each nine Cards, and there remain three in the Stock:

And

And in each Caſe they obſerve the Rules of Play we have before given.

Method of playing the Comet by diſcarding, as at Piquet.

We have ſaid before, that the Game of the Comet is played in general as Piquet, by two Players; by three in Turn; and by four, two againſt two: Now firſt we ſuppoſe two Perſons to play, and then they have each eighteen Cards, and there remain twelve for the Stock; and the eldeſt may take in ſix Cards from the Stock, and muſt not take leſs than two; and the youngeſt may take three Cards, and muſt take one. If the eldeſt does not take in his ſix, he may ſee ſuch of them as he leaves.

The diſcards remain on the ſide of each Player, who may look at them when he pleaſes, in the ſame manner as at Piquet; for all the rules that are obſerved at Piquet, with regard to the diſcard, are obſerved here.

When there are three Players, there remains, as was ſaid, a Stock compos'd likewiſe of twelve Cards; of which the eldeſt may take ſix, and the two others, three each.

When there are four Players, the Stock conſiſts of eight Cards; the eldeſt then takes four, the ſecond Player two; and the two others, one Card each.

When there are five Players, as there are only three Cards in the Stock, there can be no Diſcard.

FINIS.

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